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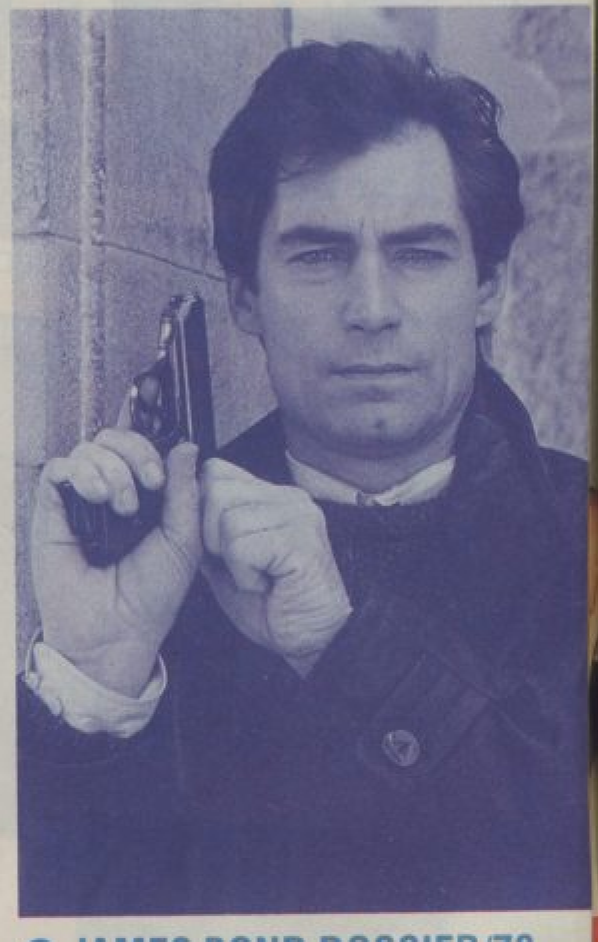
News & Reviews

C+VG team

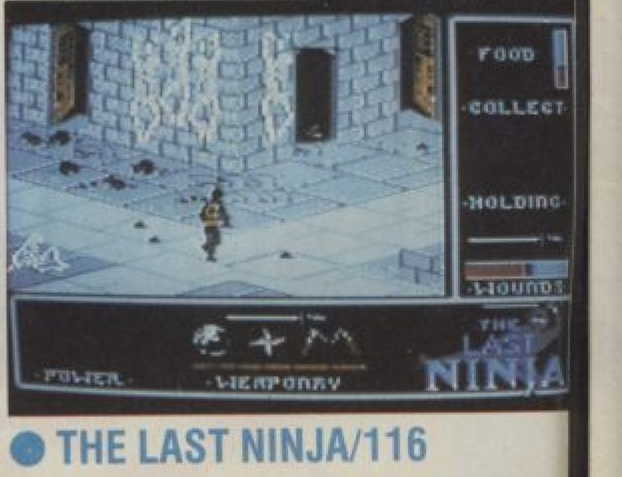
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● STAR TREK/60



● JAMES BOND DOSSIER/78

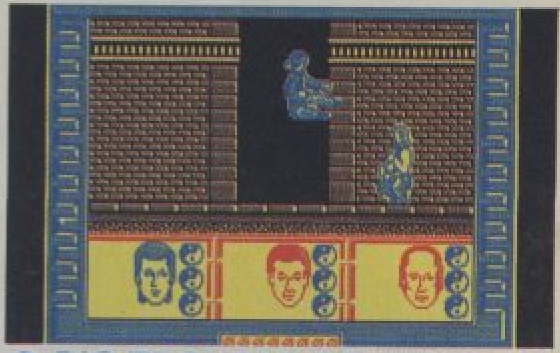


● THE LAST NINJA/116

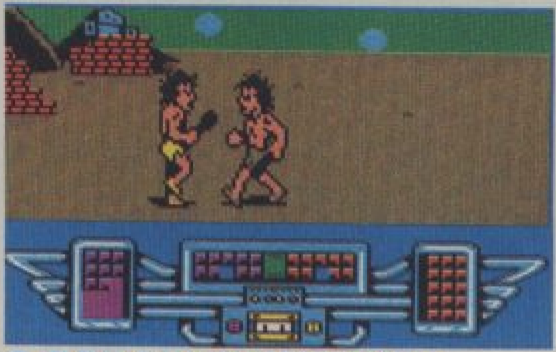




● LIVINGSTONE, I PRESUME/27



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● DOC THE DESTROYER

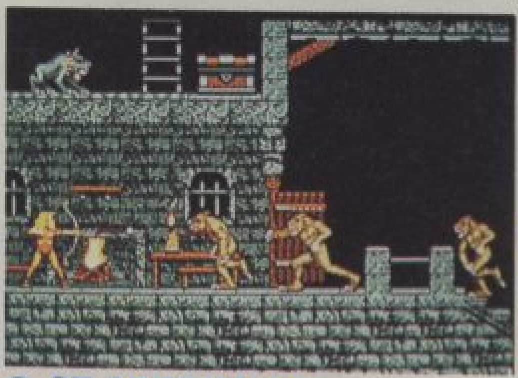


● GUNRUNNER/REVIEWS

Inside Story

Got a firm grip on this C+VG? Now run. Other people will try to get it off you. Not just for the Arcade Action handbook stuck to the front, but also for our exclusive on The Barbarian, the latest smash from Palace. C+VG casts a magical spell with its Sword and Sorcery special. Dice with death and enter the world of role play and stand in awe of the Metal Heroes. We've also got a 16 page special on the Atari ST which includes a trip beyond the final frontier of space to check out Star Trek. We'll also scare the Living Daylights out of you with the James Bond Dossier and Frankenstein. All this plus reviews, news, PBM, a poster and the Bug Hunters. Wow!

Tim



● ST SPECIAL/59



● RAMPAGE/REVIEWS



● THE BARBARIAN/14 and 42



● NEMESIS COMPETITION/77



● NEMISIS THE WARLOCK/14


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CVG 6

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News

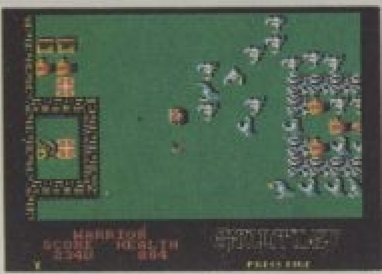
■ Vroom! C+VG's **Lesly Walker** tries life in the fast lane thanks to **US Gold** and race ace **David Hall**. David's Formula Ford car has been sponsored by the US Gold outfit for the 1987 season. You'll be able to see the red,



white and blue car at race tracks all around the country as David competes in races for the **Esso Championship** series. Watch out for C+VG's US Gold Fast Lane competiton coming to a C+VG near you very soon!

■ **Microprose's F-15 Strike Eagle** has been launched on the Amstrad PC 1512. It will cost £21.95.

■ Good news for **Gauntlet** fans. **US Gold** have released the promised **Deeper Dungeons** add-on for all



versions. More dungeons and treasure-filled rooms to explore. You'll need the original game to load the new dungeons. *Gauntlet* fans will love it.

■ 12.00 Friday, April 10th 1987: Reading University Students Union building. It's the opening of **Gamesfair '87** and the cream of the country's **Advanced Dungeon and Dragon** players are gathering to sign in and collect their badges. They're here for the British Open AD&D Championships, and for three days of virtually non stop fantasy gaming. C+VG's D&D correspondents, **Paul Jefferies** and **Mike E. Turner,** of *Star Dreams*, are here to and not just competing in the competition to find this year's top player. The event is staged by *F.S.R.* Games' U.K. division, whose master of ceremonies is Rik Rose, who we corner in the bar.

"We expect nearly 600 people from as far afield as Norway and Scotland."

Rik pressganged us into acting as Dungeon Masters for the team competition.

I wound up with the Bedrock Balrog Bashers, a team of young lads from Aberdeen, who acquit themselves well, in a very silly scenario.

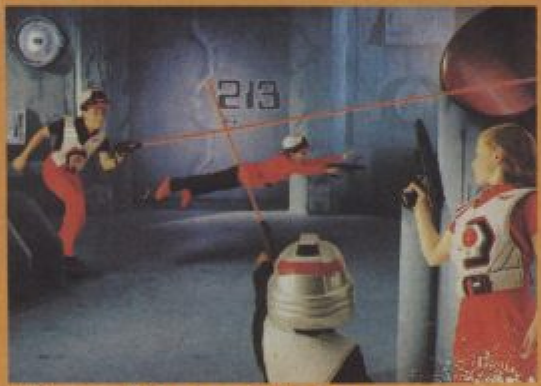
The eventual winners are Baron Claptrap's team, complete with monacles and insane German aristocracy impressions.



The notice board reveals that Paul and I are entered for heats in the Open at 2.00. The heats of the competition prove to be no pushover, but a lot of fun. I have to play a female magic user.

Saturday 5.30pm: The results are posted on the noticeboard, announcing the 72 best players that go through to the semi-finals. Paul and I have both made it!

At the end of the day the best performance is by one **Phil Chappell**, of the *Bunshop Wargamers Club* at Wimbledon, playing in his first ever championship.





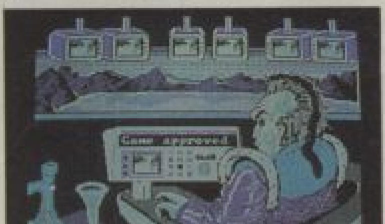
■ Zzzzap! The toy of the future is here today. The "laser" gun will be THE trendy accessory for every well-dressed games player this summer. Remember our feature about *Planet Photon* a while back? Well now you and your mates can play the ultimate *Star Wars* battle game in your back garden. There are currently two types of laser gun game available. There's **Laser Combat** from **Action GT** which features white light guns and BART to roving robot who acts as a target drone and can be set at three different skill levels. To play with a friend you have to have a special vest which registers "hits".

Then there's **Laser Tag** from **Mattel**. This has the slick looking *StarLyte* gun and the basic kit includes one of these battery-powered weapons and an electronic target with a velcro backing. You can either stick it on a friend to provide a moving target or simply engge in a bit of target practice.

You can get more info about **Laser Tag** from **Mattel Toys,** Meridian West, Leicester LE3 2WT and about **Laser Combat** and **BART** from **Action GT**, Brook House, Duke Street, Henley-on-Thames, Oxfordshire RG9 1UP.

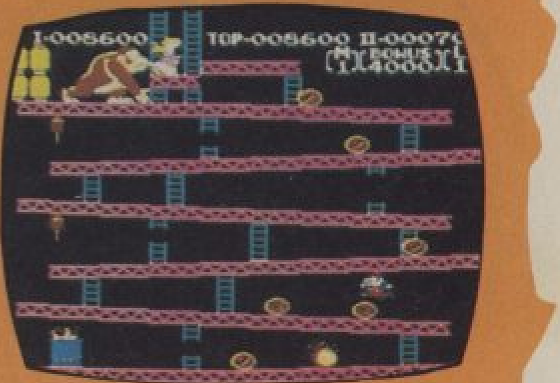
■ The Warlord is an ex-Space Cadet. His mind has snapped but he still retains a sharp and deadly wit. He has constructed a scenario to play at his wargames, but has tired of beating robotic opponents, and his two captives just can't cut it. So now it's your turn, to play **Sub Mission**.

You control a sub by remote control. There is no need to have a live crew member aboard. However, if you place the Warlord's prisoners Peter or Sigourney inside they will be able to communicate with you without fear of detection.









■ The video game system strikes back! This is the **Nintendo Entertainment System**, due to be launched in the UK in June after its mega-success in the US and Japan. It's a cartridge-driven system like the old Atari VCS machine that were around when C+VG was born six years ago. But the new Nintendo system features better graphics and R.O.B., the world's first video game playing robot. R.O.B. takes the place of a second player on some of the Nintendo games — playing with you — or against you. He is controlled via the TV screen. He picks up light transmissions built into the game cartridge and beamed out to R.O.B. as the game progresses. He can be programmed to remember up to 100 game moves and can move into 60 different positions. You'll never play alone again! Other add-ons include a light gun which can be used in shooting games like *Dick Hunt* and *Hogan's Alley* — remember that from the arcades? The game controllers aren't joysticks. They are hand-held panels with a "movement" button and various jump and game select/start buttons. Games? Well you get arcade classics like *Super Mario Brothers, 10 Yard Fight* and *Exitbike* plus old favourites like *Donkey Kong* and *Popeye*. Graphics are arcade quality but the playability of the games varies — we'll be bringing you in-depth reviews in later issues. The price is still being discussed but it will probably be around £100 with games selling at anything between £15-£20.

What with the Nintendo, the Sega System and the new Atari video games system this could be the year that the video game returns. Watch this space.



■ **Tony Crowther's** latest soon to be released game **Challenge of the Gobots** will be the subject of a neat C+VG pull-out poster next issue plus a truly awesome competition. The game, released by Racktor has music by We M.U.S.I.C. and 10 levels of mega-zapping plus a scrolling storybook. Don't miss the competition or the poster!



■ Despite considerable pre-release publicity — including a double-page spread in C+VG — **Melbourne House** have decided to junk their **Inspector Gadget** game on all formats. So if you see any reviews of the game anywhere you still won't be able to buy it.

The official line is that the Melbourne people didn't think the game was up to scratch.

But as it bears many similarities to **Metro Cross** — soon to be released by **US Gold** — perhaps there's more to this story. You may not be getting the game but C+VG Gadget competition winners will still get their prizes!





■ **This is Hydrofool**, the latest from **Gargoyle Games**. If you giggled over the excellent **Sweevo's World** — the first computer game with a built in sense of humour — then you're going to love *Hydrofool* this latest offering from GG. It's similar in concept to Sweevo with lots of jokes and a cute hero. Watch out for it in your local computer store soon.

■ **PSI-5 Trading Company, Law of the West** and **Hardball** are being issued by **US Gold** in a three-pack compilations selling for £9.99.

■ Get ready, steady. And go! If you're a C16 reader you're on to a winner in the sunshine sports simulation stakes with **Anco's Summer Events.**

Remember Anco's **Winter Events**, probably the best C16 sports simulations around. Well **Summer Events** is from the same programmer, **Urdo Gertz** and looks set to be another winner.

There are six events featured — kyaking, high board diving, pole vault, swimming, cycling and steeple chase.

The game will cost £9.95 but thanks to the generosity of Anco you can get £1 or £2 off the price of **Summer Events** in the shops. How? That's easy. Just cut out the £1 off token. You can either send that token off straight away and get £1 off the game or wait until we print the second token next month. Send the two tokens off and you'll get £2 off the price of the game.

Send your cheques to Anco/ C+VG Summer Events Offer, Anco Marketing Ltd, 4 Westgate House, Spittall Street, Kent. Make sure your cheques are made payable to Anco and NOT C+VG.

But remember you must be quick off your marks if you decide to send off both tokens. This special offer closes on July 15th.



SUMMER EVENTS 1

■ Argus are releasing a budget BBC disc containing **Dunjunz** and a special utility to customise the game to their heart's desire. The disc will be available first at the **Electron & BBC User Show,** late May, for only £7.95.

At the same show two new **Lothlorien** titles will also be released on BBC disc.


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I didn't expect to get a 'R.I.S.K.' order ... none of us ever does. I mean, Galactic Command doesn't call for a Rapid Intercept, Seek and Kill operative unless all else has failed ... but why do I get this feeling I'm gonna be on my own this time?
THE EDGE, 36/38 Southampton Street, London WC2E 7HE
COMMODORE
8.95
DISC 12.95

News

■ Why are these two guys looking pleased with themselves? Answers on a postcard please.

The correct answer should be — the guy on the right can't quite believe that he is the winner of the Xevious Arcade machine and Richard Tidsall of US Gold is the man who finally managed to heave it through Roy Lewis's back door in Warton, Lancashire.

In one of the biggest competition entries we have ever had Roy was picked as overall winner. You can see his excellent illustration in the April issue of C+VG.



■ C+VG was rubbing shoulders with the stars at the Atari Show. **Queen** bass player **John Deacon** was spotted showing a great interest in the new Atari STs.

Eagle-eyed C+VG advertisement executive **Katherine Lee** cornered the poor musician for hours!

■ If you've thrown last month's C+VG away — a big mistake to make any month but especially so in April. It means you've chucked away the chance of getting £2 of a copy of **Gremlin's Auf Wiedersehen Monty**.



For those of you who kept the first Monty Mole Head token just cut out the second token and send it to Gremlin Graphics with your money.

The game sells in the shops for the following: £7.99 for the Spectrum and MSX and £9.99 on the Commodore and Amstrad. But with your two tokens you get the game for £5.99 and £7.99.

Now send your cheques and postal orders together with the two tokens to Gremlin Graphics, Mail Order, Alpha House, Carver Street, Sheffield S1 4FS. Make sure your cheques are payable to Gremlin Graphics and NOT C+VG and specify which computer you own.

C+VG MONTY MOLE OFFER SUPER SUNDAY OFFER

Name ______________________

Address ______________________

____

Please rush me my free copy of **Auf Wiedersehen Monty.** I enclose TWO C+VG tokens.



■ We always thought the adventure writing ladies of **St Brides** were a gentle lot — but apparently not. They've been having a ripping time out in the wilds of Ireland. And they've come up with a bloodcurdling adventure based on the exploits of **Jack the Ripper** the infamous 19th century murderer. The plot goes like this. You are discovered by police near the scene of the Ripper's latest grusome murder in the dank dark streets of London's East End. And they don't believe your story that you were just an extra in *Eastenders.* The adventure will be released in June for the Spectrum at £8.95. C64 and Amstrad on the CRL label. 64 and Amstrad versions will follow in the next few months.

■ **Uridium, Hewson's** mega-successful shoot 'em up, is being converted to the Atari ST in America. Release date is still four months away.

■ Around 40 **Activision** titles are to be released on **Telecomsoft's** £1.99 silver budget range over the next 24 months.

Games will include **Back to the Future**, **I, of the Mask**, and **Pitfalls I and II** plus three Commodore 64 games which have not been released before in **Europe, Breakstreet, Futureball** and **Pyramids of Time**.

The first titles should be in the shops early the summer.

■ The prices of **Football Manager, Addictive's** mega-seller, has been cut to £2.99 on the Spectrum, Commodore, Amstrad, BBC B, Electron, Atari and C16/Plus 4.

The move follows the announcement that Addictive has been bought by **Prism Leisure**.

Addictive boss **Kevin Toms** has been contracted to produce four games over the next two years.

■ **League Challenge** from **Atlantis** is now available on the Amstrad, pice £2.99. Meanwhile **Survivors** will shortly be released on **MSX.**

■ **Apocalypse**, a war strategy based on the **Games Workshop** board game, released three years ago, is to be the first release of a new company, **Command Software**.

Apocalypse will be available for £9.95 for the Spectrum and BBC cassettes and £14.95 for the BBC Disk.

■ Board games begat wargames, and war board games begat computer war games. And the best of the lot may very well be **Ogre**, from **Origin Systems**. It's the 21st century. The landscape is bleak and war-torn.

Nations have tired of tossing A-bombs at each other, and have settled down into producing Cybernetic tanks to take on soft fleshy human battalions.

OGRE comes from Origin Systems, and is available, for various systems including the Atari XE/ST and Comodore 64/Amiga.

■ This is the new **Atari** games console, the **65XE**, due for release in the UK sometime later this year.

No price has been fixed yet but you can add a keyboard, joysticks, data recorder, light gun and cassette software to it. Games available for it are **Summer Games**, **Touchdown Football**, **Sky Fox**, **Super Huey**, **One-On-One Basketball** and **Impossible Mission**.



■ Avast there! **MicroProse** plans to take to the High Seas with its next simulation game, **Pirates**, due for release in June. More news and pictures will be printed in the next C+VG. It will be out first on the Commodore 64 with Spectrum and Amstrad conversions to follow.

The company, which achieved a number one hit with **Gunship**, is also working on a new flight simulation.

■ **Mask, Gremlin's** game based on the cartoon series, is due for release in July on the Commodore 64, Amstrad, Spectrum, and MSX.

Mask agent Matt Trakker takes on the baddies of VENOM — that's Vicious Evil Network of Mayhem.

VENOM have abducted Matt's fellow agents and have scattered them on earth throughout time and space. In Thunderhawk, his transporter, Matt must rescue them.

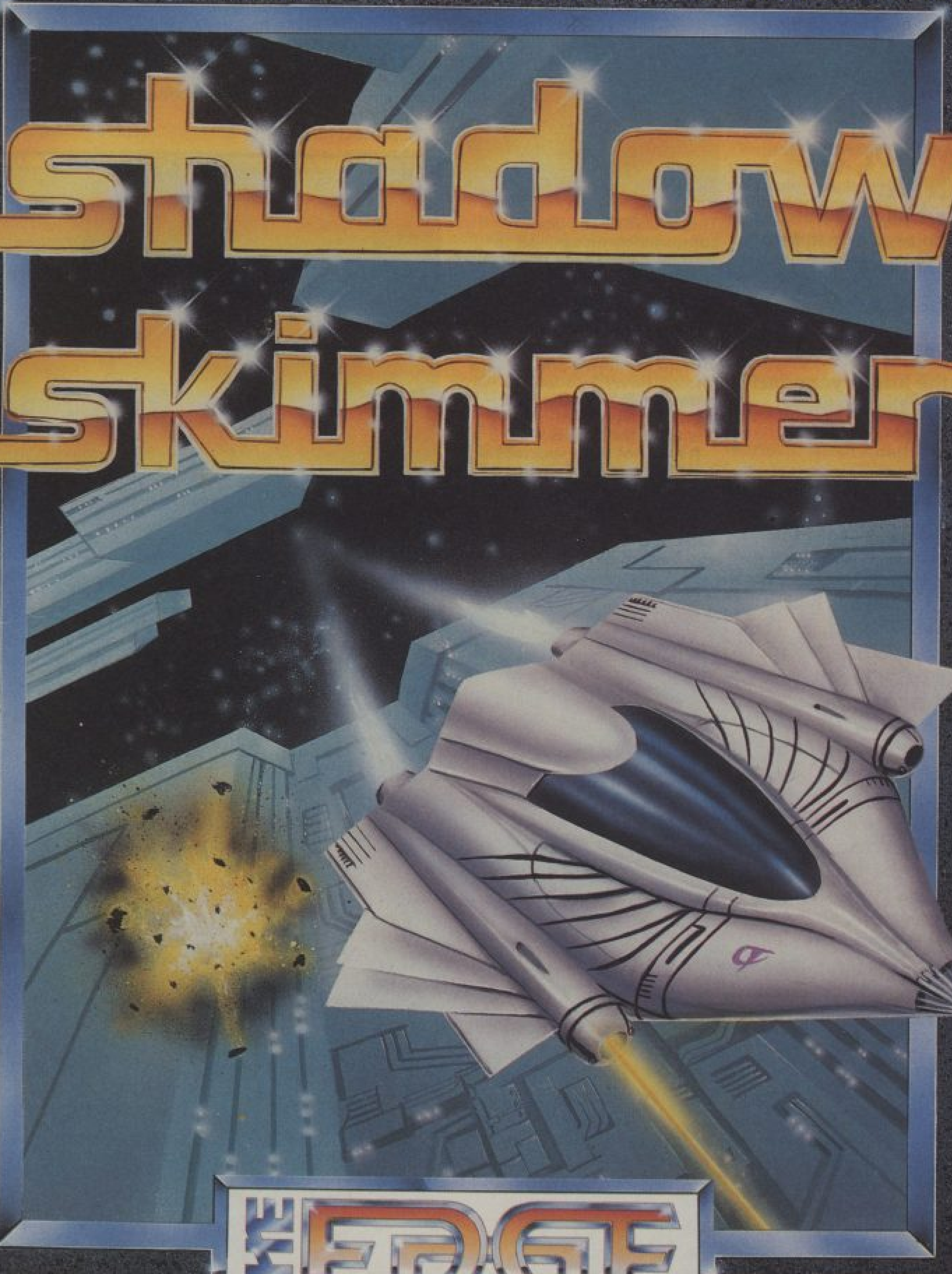
Various weapons can be utilized by Matt — all will gain him points and the obvious advantage of defence, but he must remember throughout to be on the look-out for the security key pieces.

Matt has to examine all the different time periods and collect the agents from each.

■ **STOP PRESS:** Two of the coin-ops featured in our Arcade Special — **Rygar** and the well wicked **Solomon's Key** — are being converted by US Gold and will be released this summer! Remember where you read it!

"BREATHTAKING"

A dazzling, supersmooth, super fast space combat game featuring unbelievable full colour screens and pulse racing action like you've never experienced before!



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C+VG REVIEWS 1

▶ **GAME OF THE MONTH.**
Bigger, better and bolder than the rest. Try it, buy it. Don't miss out.

▶ **C+VG HIT**
Miss the hits at your peril. They are the business!

▶ **THE REVIEWERS**

TIM METCALFE:
The Ed man wields the fastest joystick of all. When his word is heard your better listen.

PAUL BOUGHTON:
Shoots from the lip. Likes zip in his zap.

LEE BRATHWAITE:
Radio Lancashire's ace games man, always ready to air his views.

CHRIS CAIN:
The Amiga man. But Cain is able to be persuaded that 64 isn't near retirement age.

DAVID BISHOP:
As an Amstrad fan, The Bishop preaches what he practices. He is also full of praise for the Atari ST.

STEVE BADSEY:
The Doctor reports from the frontline about war and strategy games.

NICKY TREVETT:
Reclusive Nicky has the knack with the BBC.

Brian Webber:
Sees all, hears all, plays all.

JERRY MUIR:
Games expert Muir has the Atari 8-Bit between his teeth. Something he XLs at.

NEMESIS THE WARLOCK

- MACHINES: SPECTRUM, AMSTRAD, C64
- SUPPLIER: MARTECH
- PRICES: £7.95 (SPECTRUM) £8.95 (C64/AMSTRAD) £12.95 (C64 DISK) £14.95 (AMSTRAD DISC)
- VERSIONS TESTED; SPECTRUM C64
- REVIEWER: TIM

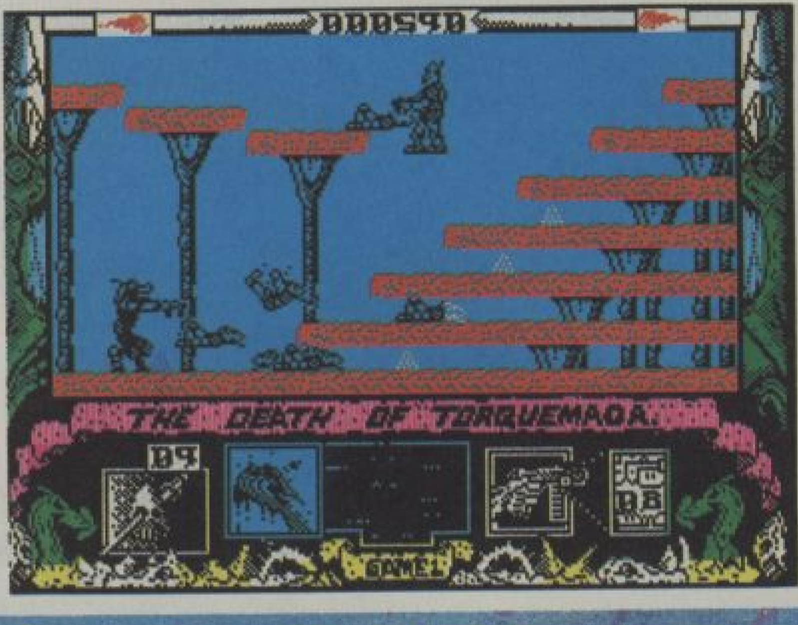
This MUST be the first computer comic spin-off to actually capture the feel of the character it's based on. *Nemesis the Warlock* — not to be confused with Konami *Nemesis* or The Edge's *Warlock* — breathes fresh life into the ancient platforms and ladders format. How? By adding a gruesomely amusing hack, slash and shoot-em-up elements that's how!

It may not have spectacular graphics — the Spectrum version suffers a bit from colour clash problems — but it is immensely playable and horribly addictive. But, you ask, what do you have to do? Read on . . .

To finish once and for all the evil regime of Torquemada, Grand Master of Termight, Nemesis must fight his way to the heart of Torquemada's empire.

To protect himself, Torquemada sends out attack waves of his demented followers, the Terminators.

To complete each screen Nemesis must first kill enough Terminators to weaken their resolve. Then, and only then,



BARBARIAN-

- MACHINES:AMSTRAD/CBM /SPECTRUM
- SUPPLIER:PALACE SOFTWARE
- PRICE:£9.99 CASSETTE £12.99 DISK
- VERSION TESTED:AMSTRAD
- REVIEWER:PAUL

". . . and lo, a migthy warrior shall come from the frozen wastelands of the north, and he will stand alone against the forces of darkness. . ." The Book of Death.

And no sooner does this muscle-bound barbarian arrive than he confronts me with his mighty broadsword, launches hinself into the air and cleaves my head from its shoulders.

Well I wasn't taking that lying down, was I? Actually I didn't have much choice as I slumped to the ground, blood and gore everywhere.

Yes B[illegible] Shout it from [illegible] your friends. [illegible] before [illegible] you. Do you [illegible] like *Barbarian?* [illegible]ght.

Pala[illegible] ways shriek[illegible] *Cauldro[illegible] and II and [illegible] of Antiria[illegible]* sheer enjoyment.

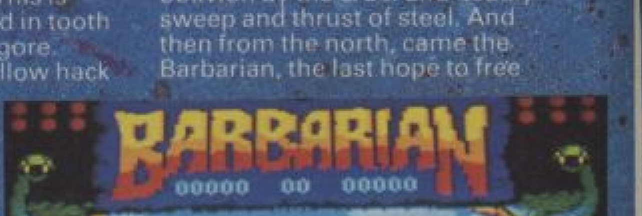
And now *Barbarian* carries on that grand tradition. This is combat in the raw, red in tooth and claw, steeped in gore.

But first the plot, fellow hack and slashers. The beautiful Princess Mariana — that's her on the cover, in case you haven't guessed — is desired by the evil sorcerer Drax (and who can actually blame him). Unless she is delivered to him an unspeakeble doom will be inflicted on the people of the jewelled city.

If, however, a champion is found who can defeat his demonic guardians, she will be allowed to go free, untouched.

All seems lost as man after man is sent into blood-soaked oblivion by the cruel and deadly sweep and thrust of steel. And then from the north, came the Barbarian, the last hope to free





can he search for the exit to the next screen.

The exit from one screen to another can be anywhere leading off the screen (up, down, left or right) and only trial and error will reveal its location.

Nemesis need not rely only on his sword Excessus to kill his enemies. If he manages to find any ammunition hidden on the screen he can use his gun until he runs out of bullets.

Nemesis has the power, just once to spit fiery acid each screen. This will kill everything it touches!

As the bodies of dead Terminators pile up, Nemesis may find it helpful to climb up or walk across them. In fact, this may often prove essential if a screen is to be completed.

The longer it takes for Nemesis to leave a screen the greater will Torquemada's influence become on it.

As Torquemada's face becomes more visible at the bottom of the screen, he will direct his twisted mind to the Terminators' corpses who will grotesquely burst into life as scythe-wielding zombies. Zombies are more difficult to kill than Terminators, but once dead, they stay dead.

Watch out for the ghostly swords of dead Terminators.

The display at the bottom of the screen shows:—

- A panel where Torquemada's face will gradually appear as his influence grows.
- The number of Terminators left to kill before Nemesis can search for the way out to the next screen.
- The number of bullets in his gun.
- The heart of Nemesis. As he weakens, Torquemada's grip will tighten. If the life blood is squeezed out of it Nemesis dies!!

As we've already said, you have to explore each screen to find the exit after you've wiped out enough Terminators. The body count can be horrendous on some screens!

Beware of too much contact with your enemies even after you've killed enough to escape.

And remember that hitting the firebutton once draws Nemesis' gun a second hit actually fires it. Move and Nemesis puts his gun away and to fire you have to go through the whole thing again.

Run out of ammo and Nemesis uses his evil sword Excessus.

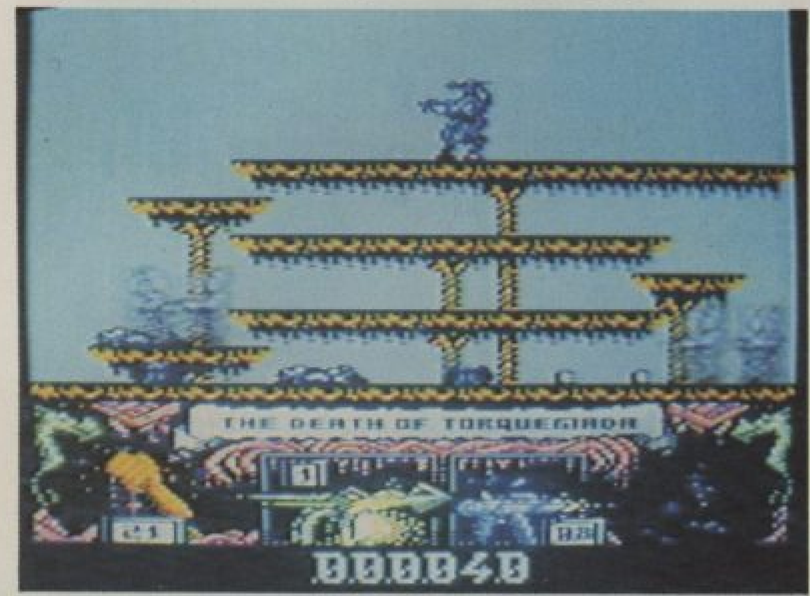
Sounds on the 64 version are excellent — both this version and the Speccy have sounds by none other than C+VG Golden Joystick award winner Rob Hubbard.

Don't collect all the ammo at once on the 64 version — you only get 12 shots even if you collect every bit of ammo on screen. So empty your gun and then go for more ammo.

And be careful not to kill a Terminator over the ammo. If his body is on top of the ammo you won't be able to pick it up.

The Spectrum and C64 animation is excellent — although the backgrounds on both versions lack imagination. They are simply blank. Still, that's a small point put against the total playability of the game.

The only other criticism is that there's not an accurate energy level indicator. The "heart being squeezed" is nicely gory but not accurate enough. A winner from Martech. Check it out!



	Spec	C64
▶ GRAPHICS	8	8
▶ SOUND	7	8
▶ VALUE	9	9
▶ PLAYABILITY	9	9

THE ULTIMATE WARRIOR

the Princess.

The game is split into two parts, combat practice and fight to the death. Each character can survive six blows before biting the dust. Points are scored for different moves and a time limit is set in a two player battle.

The action takes place against two backdrops — in a forest clearing and in a pit of death, watched by Drax and the Princess.

The characters are big, they bleed if hurt and are superbly animated, each capable of 14 moves. To master them all takes real skill and to be able to use them all in the heat of battle takes a cool nerve.

The animation is the most realistic I've yet seen. You'll gasp at the flying neck-chop and the web of death, squeal at the neck, body and leg chop. You'll just die.

The fighters can also duck, jump, roll across the floor, kick the opponents and they can also resort to some skull-cracking, brain-banging headbuts.

After the Barbarian has suffered six blows he slumps forward to the ground.

Not satisfied with this, the victor adds insult to injury by kicking the defeated warrior onto the floor. Victory is complete.

It is possible to chop your opponent's head off. It's hypnotically gruesome as the head bounces to the floor and the body slumps, spraying blood. The victor raises his sword in triumph.

This could be said to be a little over the top, senseless violence.

Yeah, too true. It's better to have bad taste than no taste at all, as the Ed is fond of saying in his more mellow moods.

The corpse of the vanquished is dragged from the arena by a little green monster. And watch out if a head is lying around. He kicks it off screen with a squelchy thud.

Barbarians actually isn't a really original concept. You've all seen something like it before in the myriad of combat games. What makes it so special is that Palace panache and faultless quality and craftmanship of the designers, artists and programmers.

I could go on but I won't. Enter the competition to win our cover artwork, read the feature on the Birth of the Barbarian, and make sure you get the giant Barbarian poster in next month's C+VG. But above all get the game. You won't be disappointed.

▶ GRAPHICS	10
▶ SOUND	8
▶ VALUE	10
▶ PLAYABILITY	10







The Atari 520 ST gives you the power to defeat deadly enemies, slaughter monsters and outwit cruel captors.



Gauntlet – U.S. Gold. Enter a world of monsters, mazes, mystery and combat in the ultimate role-playing fantasy game.



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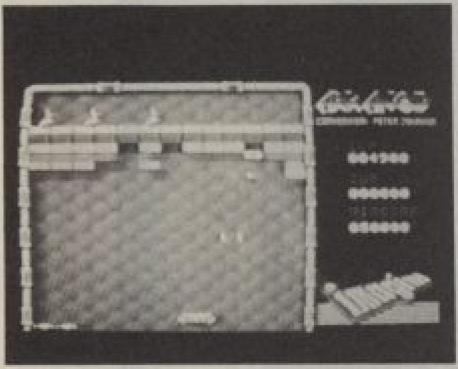


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C+VG REVIEWS 3

ARKANOID

▶ MACHINES:ATARI ST
▶ SUPPLIER:OCEAN
▶ PRICE:£24.95
▶ REVIEWER:DAVID



The battle of the breakout revivals was definitely won by Ocean's *Arkanoid*, licensed from Taito corporation of Japan. Now this hit coin-op game has been converted to the ST by an enlightened Ocean who no doubt hope to cash in their 16-bit chips while breakout games are still all the rave.

The good news for arcade freaks, lucky enough to own an ST, is that Peter Johnson's conversion is absolutely faultless! Every moving element of the game glides across the screen as if floating on air and the superior graphics are identical, in almost every detail, to the original arcade version.

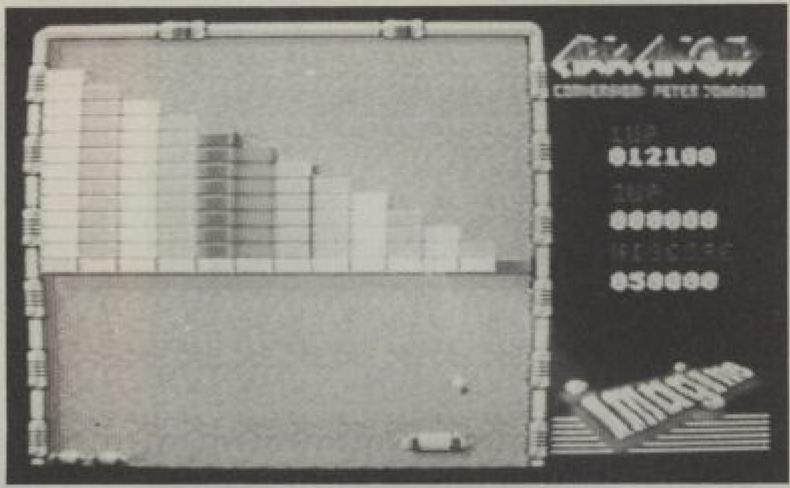
As with previous versions, the game features numerous, cunningly devised, screens made up from normal, 'two-time (two hits to destroy), and metalic bricks that are frustratingly indestructible.

Energy capsules drop down from the wall as you destroy the bricks. These come in seven varieties and should be collected as they have special properties like rewarding extra lives, the ability to shoot the wall, slowing down the energy bolt, and the orange ones open up a section of the wall allowing you to escape to the next level.

Be prepared to become a hermit for a week because you won't be able to put this one down!

▶ GRAPHICS	10
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	10

C+VG HIT!



▶ MACHINE: CBM 64/BBC
▶ SUPPLIER: FIREBIRD
▶ PRICE: £14.95/£17.95 (CBM cass and disk)
▶ VERSION TESTED: CBM 64
▶ REVIEWER: PAUL

CHOLO

If you're a regular C+VG reader you'll remember we printed a *Cholo* Players Guide back in March. Well the game has now arrived, a glossily slick package set in a world ravaged by nuclear holocaust.

If you didn't see the guide — shame on you — here's a brief run down of the game.

Following the nuclear war, mankind has taken to living in bunkers, safe beneath the scarred and tortured surface of the world. Generations have grown used to this subterranean world, afraid to leave their twilight existance and set foot on the surface. But it is not the fear of radiation that keeps them cowed.

Robots, self-perpetuating, repairing themselves and acting on their own pe-programmed artificial intelligence, have taken control of the surface. Originally they were designed to repair, re-build, protect their designated area, making it eventually fit for recolonization.

But the robots have turned rogue and are keeping their human charges trapped below. You, as one of the trapped people, spend you day listening to reports from the surface. It dawns on you that there could be a chance of freedom.

You have control over one droid on the surface — known as Rizzo the RAT. This can be used to transmit information and pictures from the surface back to the operator. Using this robot it is possible to recruit others to the freedom cause.

Rizzo is armed with a cannon. By repeatedly firing at other droids he can stun them.

If he then bumps into the droid it will enable you to access the droid's password. Enter the code correctly and it is possible to gain control over the robot.

Get the idea? By using the droids you can explore Cholo City. The droids all have different skills and you'll find these outlined in the players guide.

The screen of Cholo is divided into three — a screen showing "live" pictures from the surface, another showing messages to and from the droids etc.

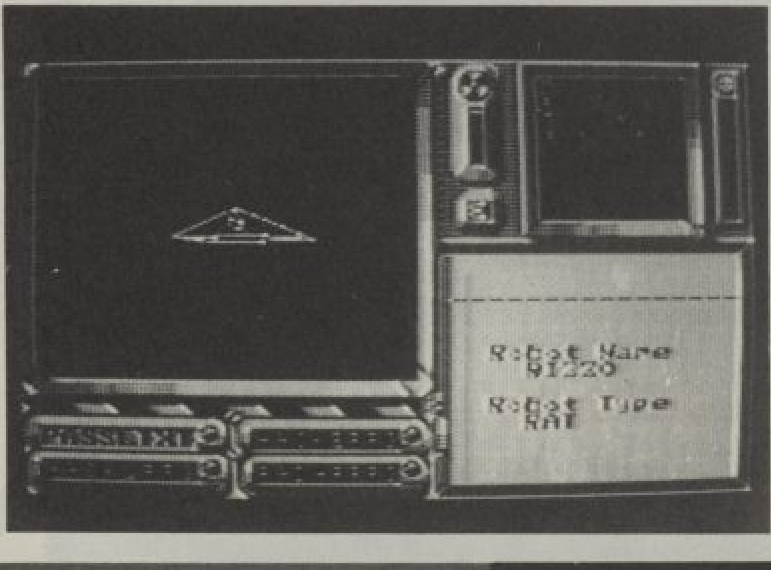
The game comes with a novella to read before you can get the most out of the game and an all-important map of the city.

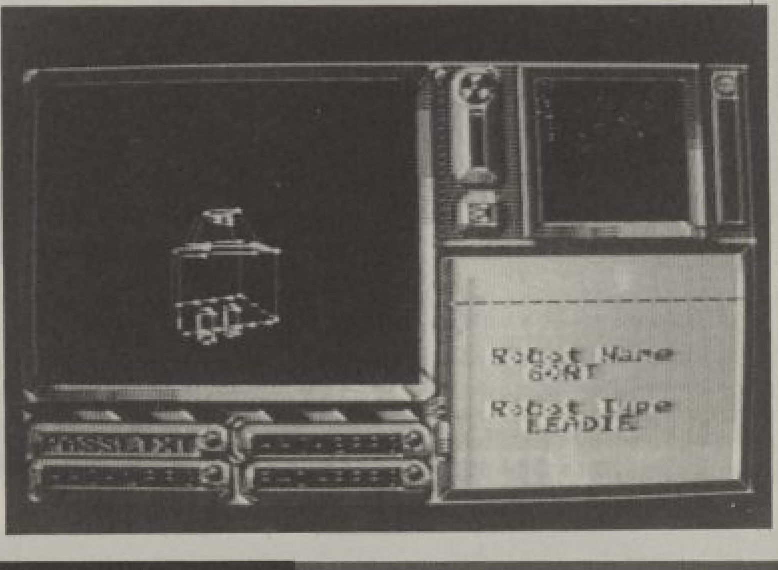
A lot of the game's fun rests on the exploration of the city. This I found quite absorbing for a while. The vector graphics are quite nice but I did find them a little confusing at times.

Personally I would have liked a little more action to spice up the game. But if you're in to games which can go on for hours, *Cholo* could satisfy you.

The only other gripe I have is that it's a little pricey.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	6
▶ PLAYABILITY	8







For a limited period, the Atari 520 STM is even more of a knockout than usual.

We're offering it for just £449.95 (inc. VAT) complete with SF354 disk drive, SM125 mono monitor,* a mouse worth £24.95 and 1st Word, worth £49.95.

So as well as saving you from the enemy, the 520 STM will also save you £184.

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ATARI 520 STM
WORKS HARD · PLAYS HARD

*Offer includes mono monitor. The 520STM plugs into a standard colour T.V.

C+VG REVIEWS 4

DOC DESTROYER

- ▶ MACHINES: SPECTRUM/C64
- ▶ SUPPLIER: MELBOURNE HOUSE
- ▶ PRICE: £7.95 (SPEC), £9.95 (C64)
- ▶ VERSION TESTED: SPECTRUM/C64
- ▶ REVIEWER: TIM

Nyaa! What's up Doc? Ah, I see. You've been roped in to play the starring role in this latest Australian epic and you don't get any lines as good as Paul Hogan! Still, let's crack a tube of the golden nectar and have a look at what the blurb calls a "role-playing science-fantasy text and graphic arcade adventure combat game with a mappable playing area, multiple choice and massive sprites." Got that? Good.

Doc puts together bits from other sorts of games, mixes them together with a liberal dose of interesting graphics and splurges out a fairly different game.

If you've played multiple choice role-playing games on computer then you'll be familiar with the multiple choice type of scenario. For example: do you a) Fancy an ice-cream b) Attack the 20ft high marshmallow-man with your pickaxe or c) hide under the sofa. That sort of thing.

Doc has that. But it also has a live *Fist*-style arcade combat section when and if you get into fighting situations. The 64 graphics for this part of the game are pretty impressive. BIG characters fighting it out. Spectrum? Well as you'd expect they are a bit limited but still good to look at. But, hey, what about the plot? Coming right up readers!

Doc is a time traveller. With a name like that what else could you be? One day he finds himself dazed confused and without any clothes lying on a pile of rubble outside an alien looking city.

It seems that the city-dwellers are about to flood the area around their home wiping out the local tribe known as the Rubble Runners. Both the rubble and city are enclosed under an energy dome.

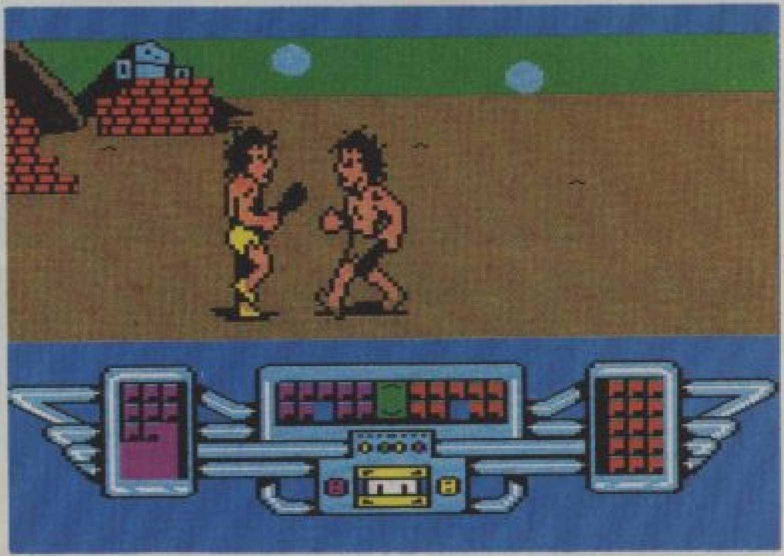
Doc's job is to save the Rubble Runners, find his time machine and generally avoid being wiped out by the various nasties that take a dislike to him.

A typical "move" in the game would go something like this. The screen display shows Doc's smiling face on the left with a "speech-bubble" on the right which contains adventure type text descriptions of locations, conversations and the multiple choice options for your next move. These can range from simple n,s,e,w, directions to whether you want to fight someone or eat something. Your decisions affect the outcome of the whole game.

A brave try at a "different" type of game. Good fun to play for a while but lastability could be a bit suspect. Once you've cracked the game I doubt if you'll want to do it again.

	SPEC	64
▶ GRAPHICS	7	9
▶ SOUND	n/a	
▶ VALUE	7	7
▶ PLAYABILITY	7	7





FIRETRACK

- ▶ MACHINES: CBM 64
- ▶ SUPPLIER: ELECTRIC DREAMS
- ▶ PRICE: £9.95
- ▶ REVIEWER: PAUL

God what a racket. The music sounds as if it's being played on highly stressed cat gut by a manic Chinaman. It's as nice as ice cream on a dental cavity.

At least the sound can be turned off which more than could be said for the fire button. Continual blasting is the order of the day. Although I'm not sure if that's supposed to happen all the time.

Firetrack is a shoot-'em-up which first saw the light of day on the BBC. To look at, it's very similar to *Urdium* and the many other games of that ilk.

The game is set in the 22nd Century where "Pirate Industrials" have gained control of world in an asteroid belt and declared independence from earth. Earth battles back with attacks on their trading route — the Firetrack.

Piloting your craft you must destroy the power plants, locate and destroy the mysterious power which is situated somewhere in the asteroid belt.

The asteroid belts are viewed from above as your fighter flies over it. The continual firing does allow you to concentrate on flying skills.

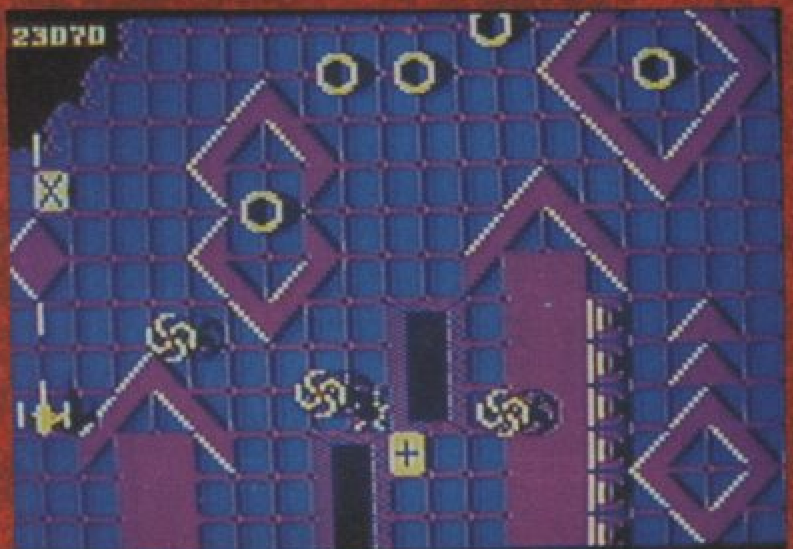
In fact a lot of the aliens just seem to fly straight into your path. Just as well because the fighter is fairly sluggish in its handling.

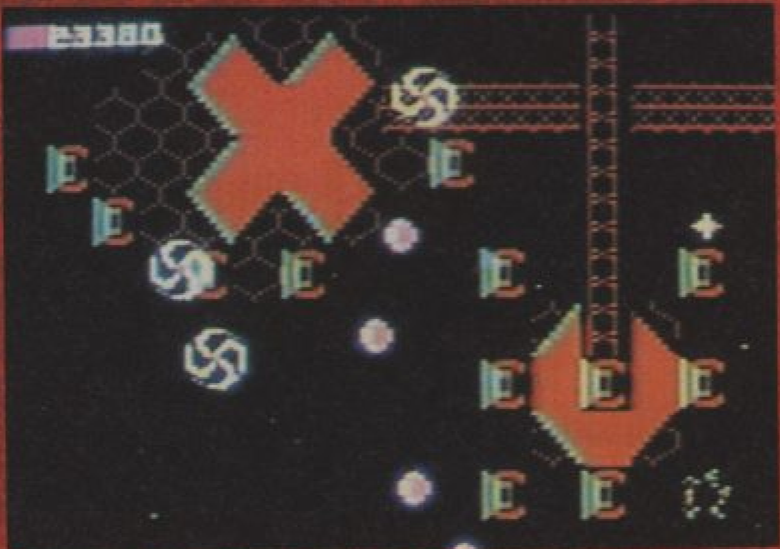
The shoot-'em-up formula is over used nowadays and *Firetrack* really has nothing different about to lift it out of the mould.

It's all very run of the mill.

And it's not particularly good value.

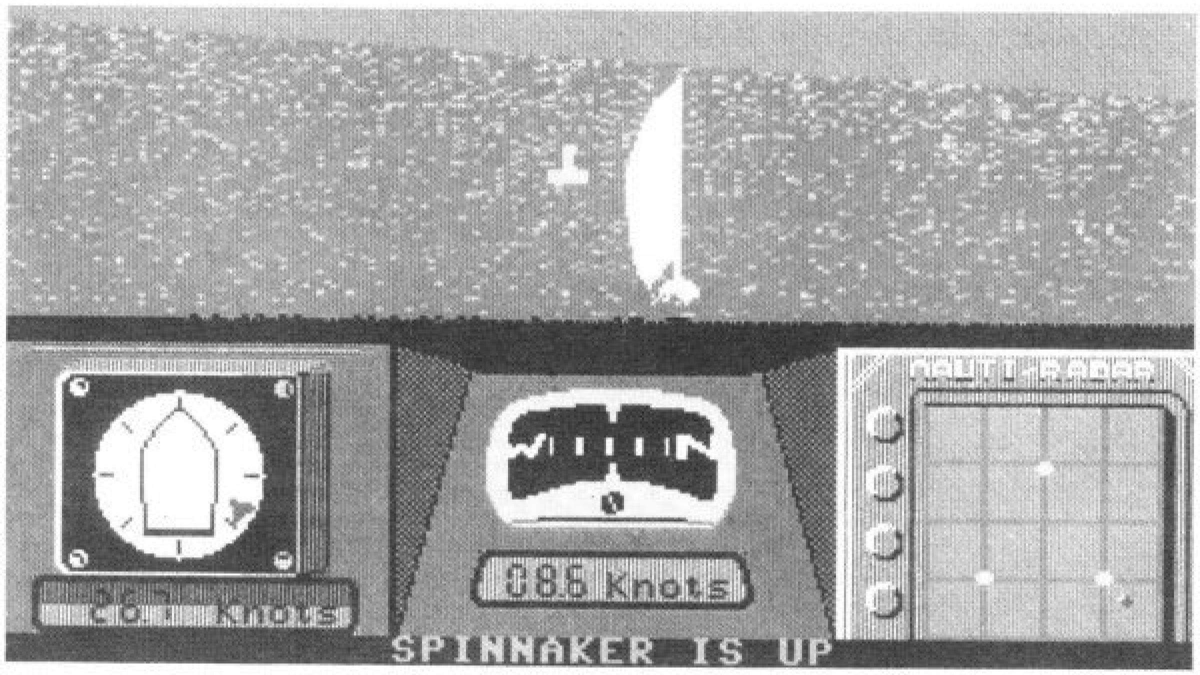
▶ GRAPHICS	7
▶ SOUND	5
▶ VALUE	7
▶ PLAYABILITY	7





C+VG REVIEWS 5

SAILING



► MACHINE: CBM 64/SPECTRUM/AMSTRAD
► SUPPLIER: ACTIVISION
► PRICE: £9.99
► VERSION TESTED: CBM 64 SPECTRUM
► REVIEWER: PAUL

It was with a slight sinking feeling that I loaded up *Sailing*. I'd reviewed US Gold's *America's Cup Challenge* a few months back and hadn't exactly gone overboard about it. I wasn't particularly keen for more life on the ocean waves.

But I was pleasantly surprised to find I quite enjoyed *Sailing*. I couldn't honestly say it would keep me enthralled for more than an hour or so.

It's all about racing against 16 other nations, designing your own craft and pitting your wits against man and weather.

The game kicks off with a yacht blueprint. You can alter its length, keel, master etc. The weather forecast scrolls along the bottom of the screen at this stage, presumably to allow you to make certain changes which will be better suited to the current weather conditions.

I must admit I don't have a clue which type of mast or keep is best suited for any particular weather. It's really a matter of trial and error. At least I didn't sink.

You then select the opposition and then it's off into the wide and wild blue yonder, pitching and rolling in quite an atmospheric manner, and, hopefully, heading off towards the first marker buoy of the race course.

The screen is split into two. The top half shows the view from the yacht. In my case it was mainly sea and sky. Lots of both. The lower half consists of the yacht controls, the compass and speed centre, wind direction and speedmeter and radar.

The sails are raised and lowered by hitting the fire button and moving the joystick in a circular movement.

Once the sails were hoisted I found myself doing zipping along at an amazing rate. At one stage it looked like I was doing 55 knots. Surely some mistake. This was a yacht not a powerboat. It was probably 5.5 but it was a little difficult to spot the point.

Most of the time I kept getting disqualified for straying outside the course or I saw the opposition disappearing towards the horizon leaving me feeling like a lone yatchsman.

The only major complaint I have about these types of simulations is that I never seem to get anywhere. There's no instant gratification to make me want to keep on playing.

	CBM 64/SPECTRUM	
► GRAPHICS	7	6
► SOUND	7	4
► VALUE	7	6
► PLAYABILITY	7	7

TIGER MISSION

► MACHINE: C64
► SUPPLIER: KELE LINE LTD
► PRICE: £9.95 CASS/14.95 DISK
► VERSION TESTED: C64
► REVIEWER: CHRIS

Here it is, the game that's a bit like the arcade classic *Tiger Heli*, Although I'm not supposed to say that.

Tiger Mission is a shoot'em up in the scrolling landscape way. You know the sort of thing that I mean, very average.

Yes, this *Tiger Heli* lookalike, this amazing game that Press releases go on and on about, is just run of the mill stuff. Maybe it's news in Denmark, but over here it's no big deal.

Anyway, the game scrolls, as I said, a landscape underneath a chopper, which is let loose into your hands. You must destroy various on coming enemies, and collect lots of points.

As you start your attack run on level one, you are in for a real shock.

The game puts you straight into combat with those deadliest of enemies, floating squares.

Yes, you must guide your way through the on coming terror, hoping that these aircraft are not carrying the latest heat seeking triangles. Well I ask you, Squares!

Next come the less menacing tanks, which blast without accuracy, but still get you all the same. Shooting these tanks looks easy, but when you play, you'll discover the truth.

For in their ultimate wisdom, Kele Line have programmed the chopper to go at a snail's pace, which means you can't always get away from missiles.

Oh, by the way, Missiles is spelt incorrectly in the game, shows bad workmanship does that.

Your chopper can be made to go faster by collecting a turbo, but I didn't find any whilst playing, however I did find long range missiles which destroy enemies normally, I say this because otherwise you are rather limited range wise.

While this 'Action Packed' thrill is taking place (Laugh) you get to listen to the music, which is the best part of the game. It's a haunting piece, and very well arranged.

Unfortunately the other tunes featured in the game aren't that hot!

As you carry out your attack run, you have the ability to release one bomb onto the nasty people shooting at you. This is rather like a 'Smart' in *Defender*, as it will take out all enemies on screen.

When you get shot down, you will notice a rather annoying feature about the game, which could have been avoided. After dying you have to go all the way back to the start of the level, no matter how far you've got. Silly eh?

Should you get to the end of the level you will see a helipad on which you must land. This is done by positioning your craft over it and pressing fire. And then it's on to the next level.

This level is tougher than the previous one, and has a lot more tanks at the start, making it very difficult to get very far. Should you make it past the seventh set of tanks, consider yourself brilliant.

The graphics are very simple, nothing to elaborate, I suppose it's so that it can be converted to other machines easier. (ie. ZX81 and Jupiter Ace)

Gameplay wise the game is a dead ringer for a lot of games which have hit the market recently, and there are far better versions of this theme available.

On the whole good, but nothing fantastic. A bit like *Vikings* really.

But so far Danish software hasn't been that exciting — maybe we're missing something

► GRAPHICS	6
► SOUND	7
► VALUE	7
► PLAYABILITY	6



Disaster looms for the bowler and brolly brigade. The contemptible COUNT CHAMELEON, Master of Disguise and sworn enemy of the establishment, is determined to succeed in his latest and greatest dastardly plot. His sale of rubber goods through mail-order ads in a civil service magazine, has led him to develop the RUBBERTRONIC RAY. With it he threatens to neutralise the starch in wing-collars, loosen stiff upper lips and generally relax moral standards – leading to the collapse of The Empire. Worse still, it will radically and unpredictably alter the bounce of a cricket ball. This bounder must be stopped!

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PALACE SOFTWARE

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CYBORG

- MACHINE: C64
- SUPPLIER: CRL
- PRICE: £9.95 (tape) £14.95 (disc)
- REVIEWER: TIM

Can it be? Yes it is! The game that first appeared on the cover of C+VG last August has finally crept out into the big wide world. Quite what the programmers have been up to since C+VG saw that almost completed preview copy last year is anyone's guess. But has *Cyborg* been worth the wait? The answer is — sort of . . .

I reckon that if the game had been around and about last year when it should have first appeared *Cyborg* would've been pretty hot. But time has marched on . . .

Anyway, on with the plot. *Cyborg* is a man machine with cybernetic arms, legs and weapons. He's a sort of one man A-Team who gets all the jobs no-one else will do.

This time he has been sent off to an asteroid where a team of scientists has mysteriously vanished. And that's all you know. *Cyborg* has to find the scientists and work out the secrets of the asteroid.

The game uses a novel icon control system. The bottom of the screen is a display of *Cyborg*'s wrist computer panel. Using the joystick you select the various control options. Any relevant information appears on the left hand computer screen.



The main graphic play area looks a bit like Ocean's late lamented *V* game. But don't dispair, *Cyborg* is a whole lot more playable. Control options include:

PUT: This command enables *Cyborg* to put down any object that he is carrying.

HOLD: Use to pause game. You will be asked if you wish to load, save or continue a game.

INV: When you want to see what you are carrying use of this command will first show you what you are holding and then list what you are carrying. By moving the cursor on the second list and hitting the fire button on the selected item the object you are holding will be exchanged by it.

CHARACTER ANALYSIS: This is a filing system used to store information on life forms and robot types.

RE-LOAD: If *Cyborg* has run out of ammunition or the power pack that he has been using for his weapon is running low it is possible to re-load.

SCANNER: This allows you to view the immediate area from above.

EXAMINE: This allows you to take a closer look at any object. Obvious uses would be examining computer consoles, door controls and any loose objects.

STATUS: Gives your Shield and Power Unit readings as a percentage. Shield will drop and then regenerate. The power unit will only be damaged when the shield is at 0%. The P.U. does not regenerate. So when this reaches 0% *Cyborg* is dead.

GET: This command enables the *Cyborg* to pick objects up. That's all the help you get from the instructions. You're left to your own devices. Fortunately we've managed to get hold of these top secret hints to help the first time player.

- Examine as much as possible.
- The codes for each level are found in the computer terminals on the previous level. The code for the first level is found in the terminal within the scientist's spacecraft.
- The object or weapon that you are holding (not carrying) is the weapon/object that you will be using.
- It is impossible to re-load your side-arm due to incompatability problems between alien and human designs. Any weapon found on the spacecraft however may be re-loaded. This is done by walking up to a power point, which can only be found in rooms, and pressing "Re-load". You can only re-load the weapon that you are holding, not any that you may be carrying.
- As with an adventure you would be well advised to make a map.
- Experiment with door detects (examining and entering) and soon you will be able to hit the detect on the first attempt.
- When hacking into a computer terminal, by typing "DIR" you will get a directory of files stored in the terminal.
- Avoid alien fire by moving up and down as you run along the corridors.
- Avoid the cleaner at all costs. The cleaner is used to clean up any debris or general garbage left in the corridors. The cleaner sucks in any animate object in its path. If you come into contact with it you will immediately by destroyed. To avoid it you may retreat into a doorway, outrun the cleaner so that he leaves the screen or finally run to the end of a corridor where the cleaner will turn round.
- To use Character Analysis you must first kill an alien, then stand over the body and enter the control panel and go to "Character Analysis". "DATA STORED" will appear in the VDU. Then you are given a directory of the aliens that you have stored.

Move the cursor to the alien type you wish to analyse and press fire.

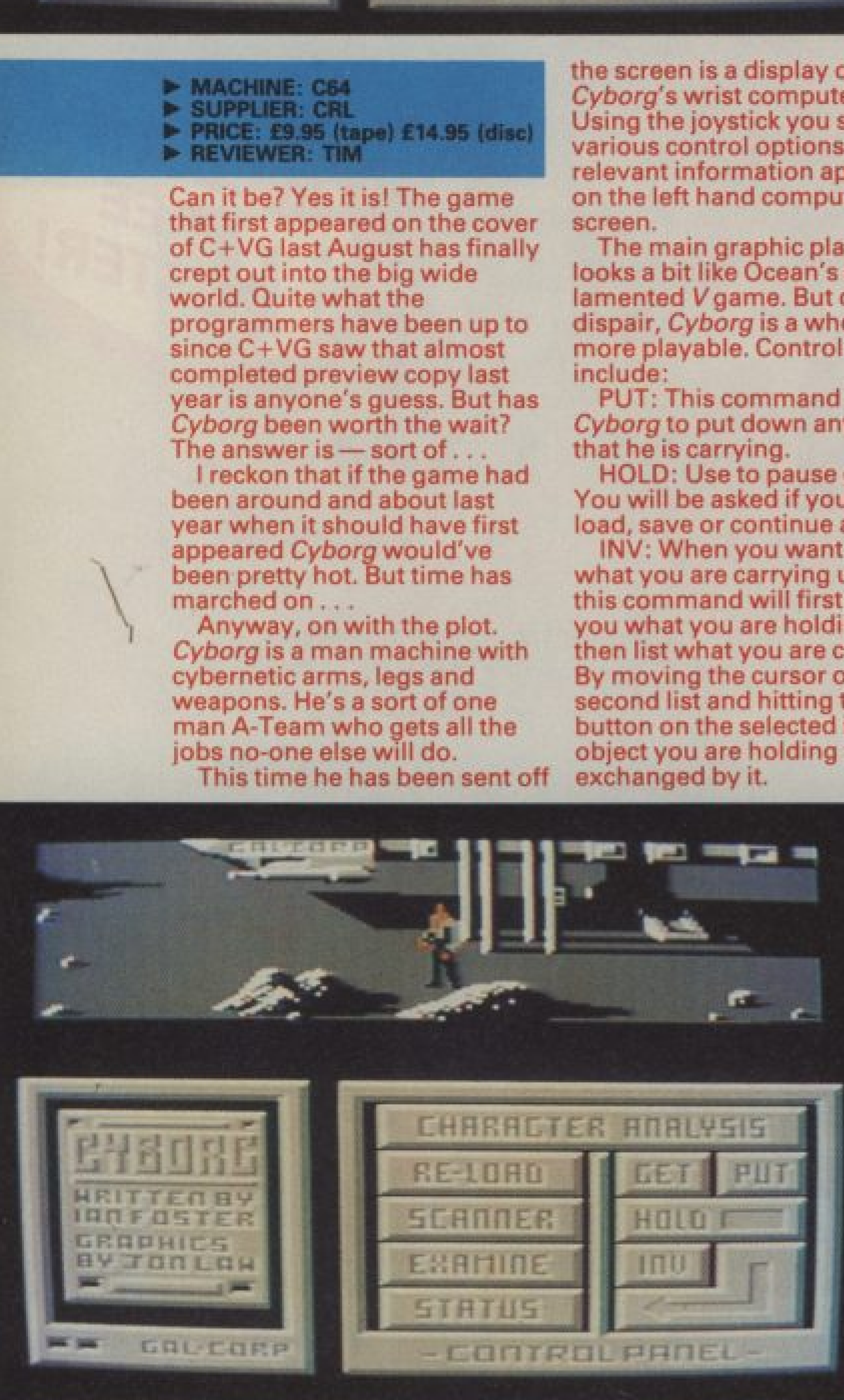
Cyborg features some nice ideas and is reasonably playable. The graphics are good and there's enough to keep your interest until you've solved the mystery. But I doubt if you'll be rushing back to have another crack once you've solved it.

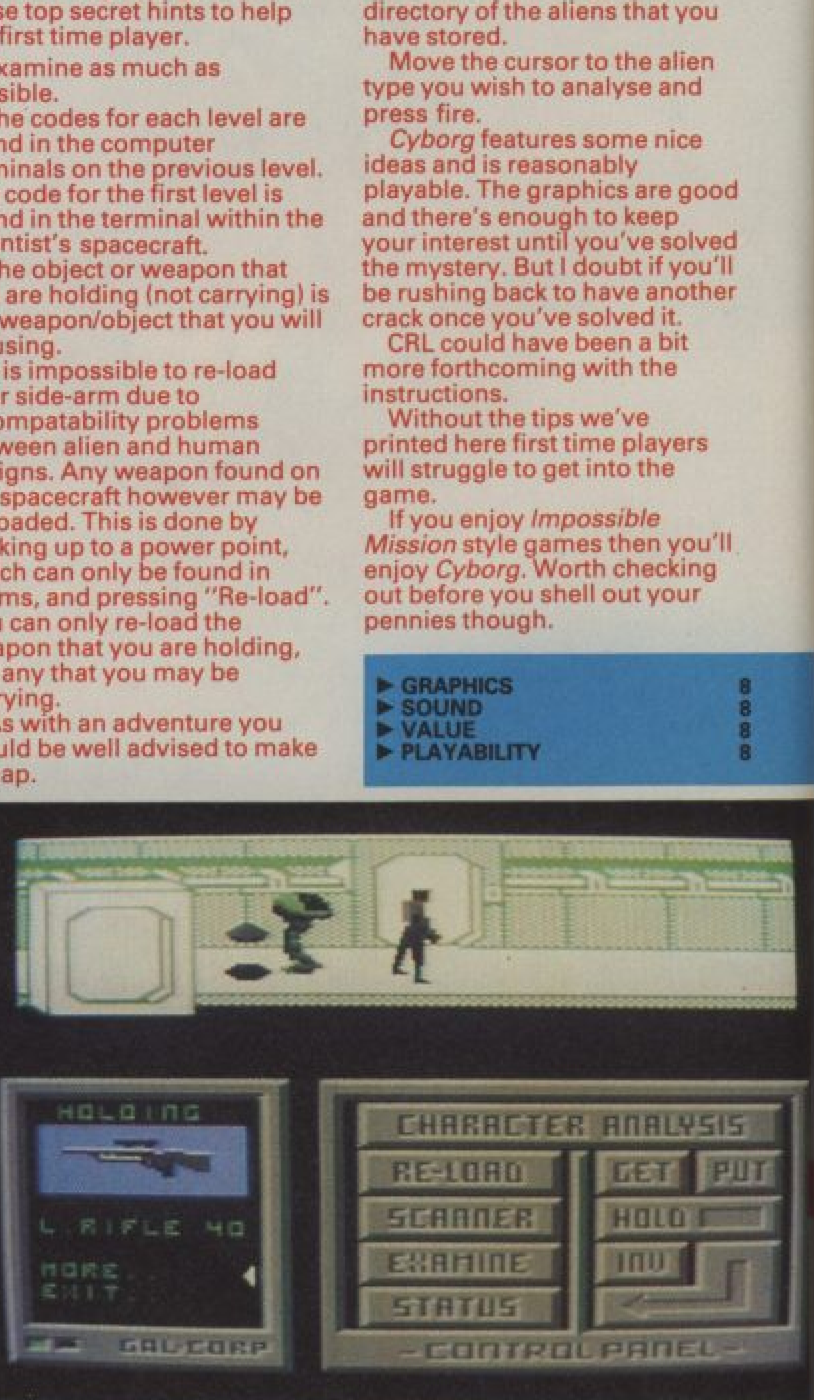
CRL could have been a bit more forthcoming with the instructions.

Without the tips we've printed here first time players will struggle to get into the game.

If you enjoy *Impossible Mission* style games then you'll enjoy *Cyborg*. Worth checking out before you shell out your pennies though.

GRAPHICS	8
SOUND	8
VALUE	8
PLAYABILITY	8





GUNRUNNER

C+VG REVIEWS

7

- ▶ MACHINE: SPECTRUM
- ▶ SUPPLIER: HEWSON
- ▶ PRICE: £7.95
- ▶ REVIEWER: PAUL

Welcome to Zero. No it's not the lowest score C+VG has ever awarded to a game. Zero is a planet facing extinction following attacks by the war planet Destrovia. Live-saving supplies of plutonium have been badly damaged.

Enter the *Gunrunner*. That's you, in case you didn't know, and your mission is to save Zero from "termination".

You must fight your way across successive plutonium pipe network levels, destroying the alien saboteurs. Scattered throughout the levels are various pieces of equipment to help you. Complete each level and you fight your way to the next one via a bonus screen of fast jet-packing zooming action.

The game — by Christian Urquhart, perhaps best known as co-programmer of *Daley Thompson's Decathalon* — scrolls left and right but to get anywhere you have to keep heading right.

The Gunrunner starts out equipped with one gun. Along the way he will find the following:

Multi-fire — this converts the blaster to a tri-directional, quick fire weapon.

Poison — the noxious gas will wipe out all the aliens on the screen. It can only be used three times.

Jet-pack — this enables the Gunrunner to fly but it has limited fuel.

Shield — this gives the Gunrunner a limited immunity against the aliens.

It is possible to collect and carry all the weapons and devices at once. But contact with an alien may remove one of them from you instead of one of your three lives.

Graphically *Gunrunner* is very nice. Others may disagree but in some respects it reminded me a little of *Dropzone*. No? Okay.

Each time you lose a life you go back to the beginning of the level and have to start all over again. I would have like to have just picked up from where you die. Okay, so I like the easy life.

Gunrunner is not sufficiently different to set the world on fire.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	7







BIG TROUBLE

- ▶ MACHINES: C64/SPECTRUM/ AMSTRAD
- ▶ SUPPLIER: ELECTRIC DREAMS
- ▶ PRICE: £7.99 (SPECTRUM) £9.99 (C64/AMSTRAD) £14.99 (DISCS)
- ▶ VERSIONS REVIEWED: C64/ SPEC
- ▶ REVIEWER: TIM

Big Trouble was a really neat movie. But once again the dreaded curse of the movie spin-off has struck. *Big Trouble* has a reasonably good game idea, pretty graphics and nice sound — but it all gets let down by the tedious gameplay.

You get three characters to control. Each has different abilities and each is brought into action for different parts of the game.

If you've seen the film then you'll know the basic plot which is a simple save the girl from the evil, oriental mastermind adventure. And that's just what the plot of the game is.

You can control the heroes — Jack Burton, Wang-Chi and Egg Shen on their quest to save their girlfriends from the villainous Lo Pan.

Jack is armed with his fists and, when he finds it, a gun. Wang Chi is a martial arts ace who sometimes gets to use a sword and Egg Shen is a wizard who fights with mystical energy bolts.

Initially Jack is able to defend himself only with his fists. However if you can penetrate far enough into the Mandarin's empire you will find a Bushmaster gun which you may use. There is only a limited amount of ammunition, though more may be found lying around.

Wang Chi is gifted with a knowledge of the martial arts. In addition to this a sword will eventually be found. Swords have a comparatively short life and will eventually break. More swords may be found during play and if picked up will prolong the life of the sword you are carrying if you already have one.

At the beginning of the game Egg Shen uses magic bolts which he can fire from his fingers, those only have a very limited range. Eventually a magic potion in a bottle will be found which will enable him to use stronger magic. He will now have control over lightning bolts which will have devastating effects on the toughest of opponents.

This strong magic may be topped up by finding additional bottles of magic potion.

The game has four levels.

Level one: The Streets of Chinatown. Here your three heroes will encounter unarmed martial arts experts and gunmen. You will have to retreat — you can't defeat the gunmen until you have gained more experience. Warriors and other henchman will not allow you to run past them without fighting.

Level two: The Sewers: In addition to the combatants to be found on level one you will also find the Sewer Monsters here. You must avoid the Sewer Monsters by jumping over them as they cannot be killed.

Level three: Lo Pan's Headquarters: The Storms are elemental beings who must be defeated before you are able to face Lo Pan in combat. They may be identified by the wide brimmed hats they are wearing.

Level Four: The Marriage Chamber: The Marriage Chamber, to be found at the heart of the headquarters, contains Armoured Warriors and Lo Pan.

The combat sequences aren't action packed enough and I quickly got bored kicking and punching my way past the various assailants.

There's no doubt that the game is very well packaged and presented — it just lacks that all important playability factor which would make you want to shell out your hard earned pennies on it. My advice is to save them for the film.

To defeat Lo Pan (who appears on a flying cloud in the Marriage Chamber) you will need the combined combat skills of all three characters; as he has the power of regeneration he will need to be shot, zapped and run through a number of times to finally kill him once and for all.

All of which sounds pretty neat, doesn't it? But the fact is that the game quickly becomes repetitive and you end up not really caring if you save the girls or not.

	C64	Spec
▶ GRAPHICS	8	7
▶ SOUND	7	7
▶ VALUE	6	6
▶ PLAYABILITY	6	6



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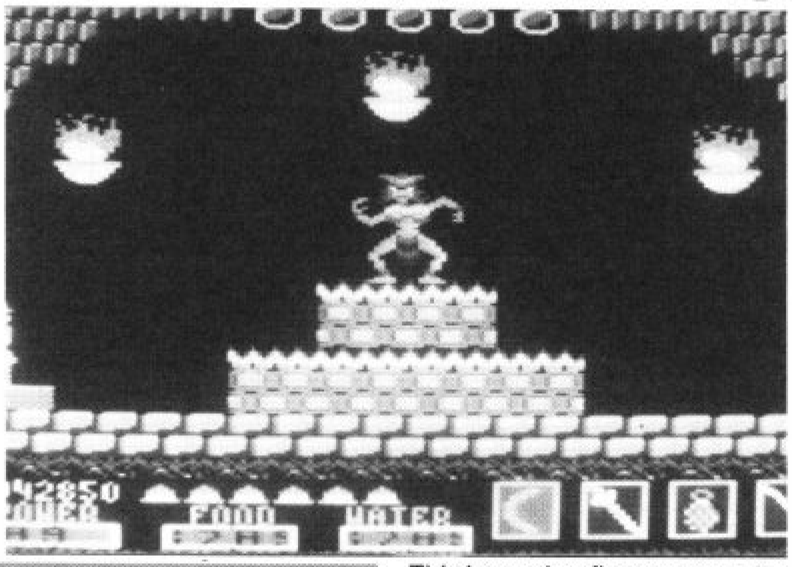
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LIVINGSTONE, I PRESUME



- MACHINES: 64/AMSTRAD/MSX
- SUPPLIER: ALLIGATA
- PRICE: £8.95 (CBM 64/AMSTRAD SPECTRUM/MSX)/£9.95 (CBM DISK)/£14.95 (AMSTRAD DISK)
- VERSION TESTED: AMSTRAD
- REVIEWER: PAUL

This is another fine mess you've gotten me into, Stanley. And, I must admit, it's excellent fun.

Alligata's *Livingstone, I Presume* is written by the Spanish software house Opera Soft and is apparently — or was — the number one game in the land of sunshine, bullfights and toasted tourists. It's Spanish title is *Livingstone, Supongo* — which I think is wonderful. It shouldn't have been changed.

As you may have guessed, this 63 screen arcade adventure deals with the story of African missionary Livingstone and the explorer Stanley's efforts to find him in the jungle and utter those immortal words: "Dr Livingstone, I presume."

It seems odd subject matter for a Spanish software house but, then again, perhaps no odder than the equipment they give Stanley — a boomerang, dagger, grenade and a vaulting pole! Typical jungle exploration gear, in fact.

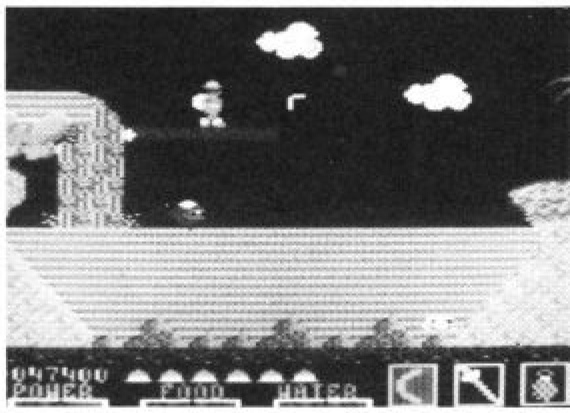
You must certainly use your wits to negotiate the screens, avoid attack, monkeys who chuck coconuts at you, traps, underwater monsters, cannibals with cooking pots and strange temples with exotic gods.

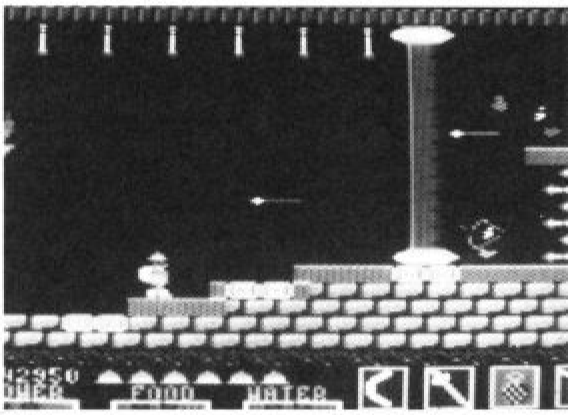
Stanley can switch between his equipment. The pole is useful for vaulting gaps and gaining height. And the boomerang comes in handy for flicking switches (in the jungle!) which are situated in the most difficult of places.

It's actually very difficult to get into the game. You need more lives than a cat to get anywhere. Alligata supplied me with an infinite lives POKE — or as the Spanish say POKEADOR. In fact I now understand the POKE will be printed in the game's instructions for those who find themselves frustrated at the beginning of the game.

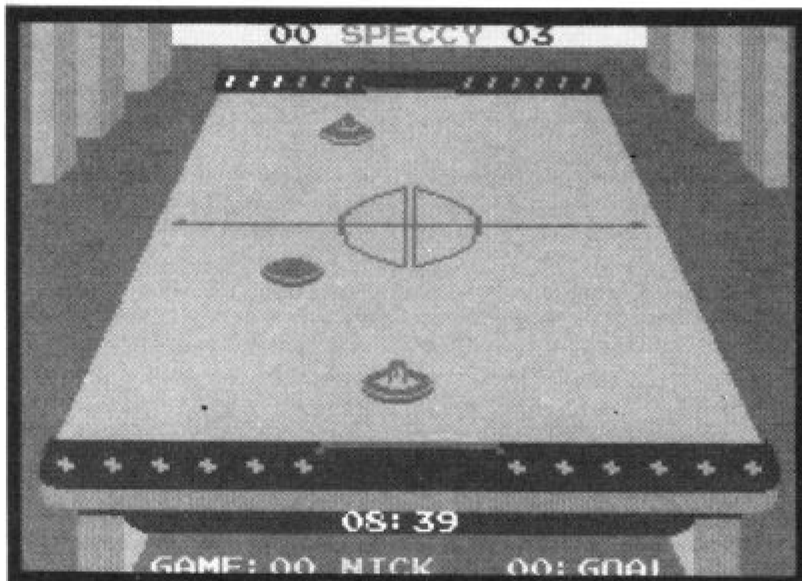
If you like these problem solving platform games — expecially the difficult type — you'll enjoy these jungle frolics. *Livingstone* is pleasing to look at but not the most original game around. What is interesting is the prospect of more Spanish software being released in this country.

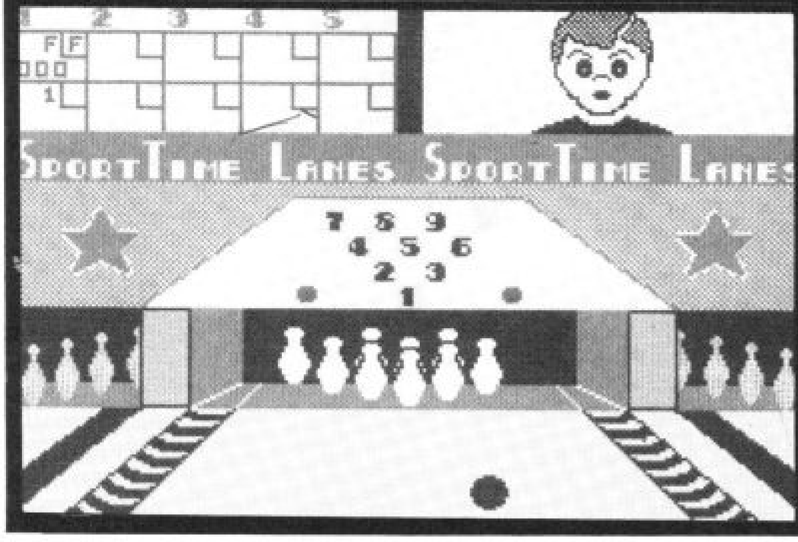
GRAPHICS	7
SOUND	7
VALUE	7
PLAYABILITY	7





INDOOR SPORTS





- MACHINE: SPECTRUM
- SUPPLIER: ADVANCE SOFTWARE
- PRICE: £8.95
- REVIEWER: PAUL

Hey, I've discovered air hockey. It's brilliant. For years I've always wondered what that game was called in the arcades and amusement halls where you skim this puck across a shiny table smacking it around with bats, busting up your knuckles in the process. Now I know.

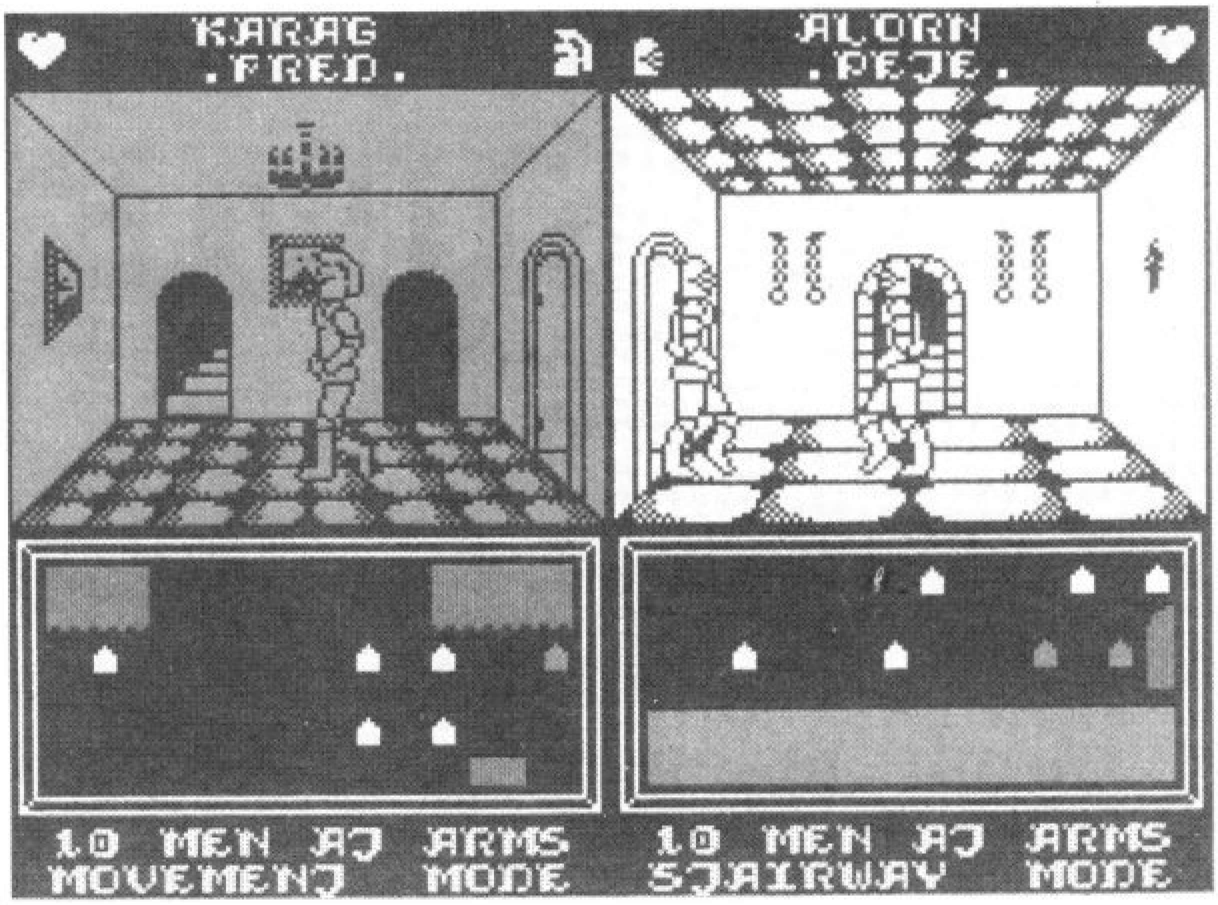
It's really nothing special to look at and I thought it would be pretty boring. Half an hour later I was still eager for more. It's exciting, addictive and fiendishly fast.

The other games on *Indoor Sports* are bowling, darts and table tennis. All very good but you've seen them before.

Ping pong is my next favourite. Again it's nothing much to look at, simple to play, great fun, very addictive. An early copy I played had a bug in it. The computer kept serving to me at a certain angle, making it impossible to return. This has now been corrected.

Darts and bowling are nicely presented and fun to play. But it's air hockey that's the winner for me. If *Indoor Sports* was a little cheaper I'd say it was worth buying for that alone.

GRAPHICS	8
SOUND	4
VALUE	7
PLAYABILITY	9



- MACHINE: SPECTRUM
- SUPPLIER: MELBOURNE HOUSE
- PRICE: £7.95
- REVIEWER: TIM

THRONE OF FIRE

A game from Mike Singleton is always an event. And we've been waiting for some time to see anything new from the *Doomdark* man, despite lots of rumours, so *Throne of Fire* is bound to create some interest.

Throne isn't quite an adventure, it isn't quite an arcade adventure, it isn't quite a wargame — but it IS a combination of all three.

Not a game for those of you who demand instant gratification — but a challenge for gamesters who enjoy thinking with their action.

Throne of Fire is set within the Burning Citadel where three princes bid to seize the throne, and with it ultimate power. The three princes are Alorn the Lion Prince — a goodie, Cordrin the Sun Prince, another goodie and Karag the Wolf Prince — a black hearted baddie. Guess who is going to be the one everyone will play?

You can play alone against two computer controlled princes or with a friend and the computer. This is the best way to play as you can gang up on the computer prince and finish him off before fighting it out human to human!

The computer opponent is a tough cookie and will beat you nine times out of ten. So beware of early frustrations.

The screen display — a bit like *Deactivators* is split screen. The activities of the princes are shown in two large windows while below there's a plan view of the citadel.

The main display screen area depicts the actions of the character who is currently under direct control, as he travles from room to room or is engaged in combat.

Each room is shown in perspective, and doors on the left and right lead directly to other rooms on the same level. Doors at the back lead to stairways ascending or descending to other levels.

The scrolling Citadel display at the bottom of each player's screen area depicts the inner wall of the Citadel.

The windows of all occupied rooms are lit in different colours, according to the allegiance of the occupant.

If a window flickers between two colours, there are two members of opposing forces in that room, who may be enaged in combat.

The colours are: Prince Alorn and his men-at-arms — red. Prince Cordrin and his men-at-arms — yellow. Prince Karak and his men-at-arms — purple. The men of the King's Guard — green.

The scrolling screen gives essential information about the deployment of all forces, but it does not reveal the structure of the Citadel, the connecting stairways, nor the contents of the rooms. These can only be discovered by exploration.

At the start of play, there are ten men under the control of each player — a prince, and nine men-at-arms. During play, however, the number of men-at-arms will vary greatly, as some are killed, and reinforcements arrive.

Characters who are not currently under the player's direct control cannot move from room to room of their own accord, but they will defend themselves it attacked.

However, they will not be able to fight very well. To get the best from his men, a player should, whenever possible, directly control them in combat mode.

Within the Citadel are a number of Gate Rooms. These rooms have only two doors, one which leads into the Citadel, and one which leads to the outside world which cannot be used by any of the players.

From time to time new men-at-arms will enter Gate Rooms from the outside.

They will only enter empty rooms, and they will join the side of the last player to have visited that room.

If the room has yet to be visited by any player, then the new men will instead join the ranks of the King's Guard.

So as you'll have already guessed it's important to map the position of these gate rooms.

The Throne room is the ultimate objective.

To seize the throne, a player must visit the Throne Room with his prince, and his visit must be unopposed. No other characters belonging to the other players or to the King's Guard can be in the room.

On gaining the Throne, that prince becomes King, and in addition to his men-at-arms, now takes control of the King's Guard.

At the same time, the other players lose the ability to directly control their men-at-arms, who now stay rooted to the spot, seeking only to defend themselves against attack.

Should the new King die, the King's Guard becomes neutral once again, and the surviving players regain control of their men-at-arms. They can now once more attempt to seize the Throne.

Die and your screen gets smeared with a tasteful splurt of blood. Nice!

Throne of Fire won't be to everyones taste — but if you've got the time and an inclination toward strategy games you'll find it an absorbing challenge.

One word of warning. Don't be put off by early failures — as I've already said the computer is a tough oppenent. Be prepared to suffer early frustrations until you get to grips with the game.

GRAPHICS	7
SOUND	7
VALUE	7
PLAYABILITY	7

WINTER GAMES

- ▶ MACHINE: AMIGA
- ▶ SUPPLIER: US GOLD
- ▶ PRICE: £24.99
- ▶ VERSION TESTED: AMIGA
- ▶ REVIEWER: CHRIS

Winter Games on the Amiga, Wow! Well, at least that's what I thought. *Winter Games* made its 16-bit debut on the ST some months ago, and now it's the Amiga's turn.

As with the C64 version, the first taste of the games is the opening ceremonies. The scene is now a archway instead of the old steps, and the torch bowl is much wider. A female runner legs it on screen and lights the fire. Here we go!

After selecting a few options, you must type in your name, and select a country. After choosing a flag, their national anthem will play, and then player two enters his name etc.

When all are done. You press fire on the joystick and up loads the first event.

Yes, I did say 'loads'. I don't know why the whole game isn't in memory.

The events, in the correct order, are:

● **Hotdog:** You must perform breathtaking, extremely difficult somersaults, while flying through the air.

Although it's very easy to land your skier, scoring a perfect ten is damn near impossible!

● **Biathlon:** This event consists of ski-ing across a scrolling landscape, stopping every so often to take potshots at unfortunate targets. The backdrop for this event is drawn very well, considerably better than the 64. The screen also scrolls, unlike the other versions which 'flick'.

● **Speed Skating:** In this event a player may race against the computer or a friend. Using precise timing, a player can leave his opponent standing, but we warned, the computer doesn't hang around either.

● **Figure Skating:** A definíte improvement in the graphics compared with the original. The female skater now has an hour-glass figure instead of the ol' matchstick body, and she even has orange undies on. Pity she hasn't got a face though!

The ice has been altered also, and now has a colourful mist over it, making it more realistic. The only gripe with this event is the music, which has a large dose of Amiga 'click'!

● **Ski Jump:** Here you get shoved of a icey ramp, to see how far you will go. Quite a difficult event at first, but you soon get the hang of it.

● **Free Style Skating:** This is the same as Figure Skating, but it has terrific music. Just listen to the violins at the end.

● **Bobsled:** This event is the last, and quite frankly there is no difference between this and the 64. And it's just as much fun.

So, the general verdict is that the graphics are better than the original.

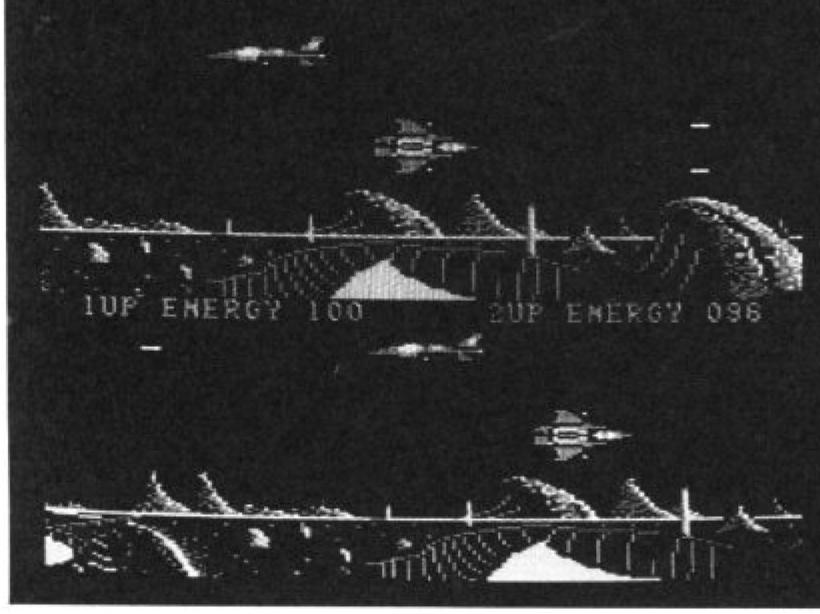
The tunes, although excellent, bar one, are all the same as the 64.

A very good game — but don't expect anything more than the 64 version, or you'll be disappointed.

▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	7
▶ PLAYABILITY	8



EAGLES



- ▶ MACHINE: CBM 64
- ▶ SUPPLIER: HEWSON
- ▶ PRICE: £8.95 CASSETTE/£1.95 DISK
- ▶ REVIEWER: PAUL

Eagles is being billed as the sequel to *Urdium*. A proud boast but one which is, unfortunately, not really justified.

The main similarity I found was the sound. *Eagles* borrows a lot of the sound effects which were so brilliantly used on Uridium. But great sound won't compensate for the game play.

I found the plot of *Eagles* a little confusing.

The game is set in the year 2048. War has been raging for three hundred years.

Nuclear weapons have been outlawed but conflicts go on — using genetically created beings. Single-minded, they just destroy anything and everything that moves.

The blurb then goes on to mention about alien hordes with whom the "hero" Eagle pilots must do battle.

I suppose these "genetically created beings" must be the aliens. Still the plot is hardly the most important thing about shoot 'em ups.

This-left-and right scrolling shoot-em-up is set over eight levels where you must zap the aliens, collect androids and drop them into a chute on the planet's surface for extra energy points.

Eagles has one, two and team play options. The screen is split in half showing the view from each Eagle fighter.

In the one player option you must zap the alien hordes and can follow the action in the top screen. The computer controls the rival Eagle in the bottom screen and you must beat him to the enemy droids. Once you've collected one — the eagle flashes when it is on board — you have to fly low over the planets surface until you pass over the chute. The droid automatically goes down.

When the screen is clear you then take on the Zeta fighter. Win and you get extra points.

The Zeta fighter in the game I played will, I understand, be slightly refined before it goes on sale.

In the two player mode you can either play as a team or take on each other in a head-to-head. As a team you share the points. In the head-to-head it's a race to see who gets the most droids. When the levels are cleared you must take on each other.

Eagles is from the mind of Danish programmers Per Madsen and Bo Nielsen. It's graphically good to look at — although I must admit I don't like playing games with split screens because I always find myself looking at the wrong one — but it just doesn't really have enough excitement to place it in the top league of shoot-em-ups.

The Eagle fighter is also very sluggish it's movements. You have to slow down before making a turn.

This can be especially annoying in two player mode when I was frantically trying to escape from being blitzed from behind. If I'd been able to execute a sharp turn I might have survived a little longer.

For me, *Uridium* still reigns supreme in the glorious world of shoot 'em ups.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	7

MSX-tra

MSX machines have been big-sellers over the past 18 months due to low prices and high power. Software houses have responded by stepping up their output of games for the machine. C+VG's Guy Langley brings you this special MSX-tra, a round-up of hotshots of the moment.

First off is *Avenger* from Gremlin, the sequel to THE WAY OF THE TIGER, a big hit in 1986.

Avenger involves the same nameless young Ninja who this time has to enter the evil Quench Heart Keep, kill the three big baddies, avenge your dead stepfather, and rescue a bad-tempered god called Kwon. Phew!

The keep consists of some 300 beautifully drawn scrolling screens, inhabited by such unusual baddies as elephant-headed men and hunchbacked dragons, as well as massive spiders, all who pose a threat to you.

Your defence against these monsters are your deadly shuriken, which are, unfortunately, in limited supply, and when they have all gone, you have only your unarmed combat skills, a high kick and a forward punch.

Avenger is really a copy of *Gauntlet*, albeit in more of an adventure vein and smarter graphics. Everything scrolls smoothly enough, and the scene is set by a jolly piece of oriental music at the title screen. A nice alternative to *Gauntlet*, check it out.



▲ ***Avenger***



Next, comes *Spy vs Spy II*, from Databyte, featuring the two crazy Spies from the back pages of the Mad comic. It's a split screen two-player game, in which the spies have been sent to a tropical island, where the deadly XJ4½ missile has crashed.

The spies must get all three bits of it, and escape from the island before a volcano on it blows. Well, it is a Pacific island. On the one player game, you can also choose the Black Spies I.Q. level, from Sun reader mentality to nuclear physicist. The spies can also set all sorts of traps, like land mines and the old "rope 'n tree" trap in order to ambush their opponent.

Where the game falls down, however, is in its speed of play. Everything happens so S-L-O-W-L-Y, it just isn't true, and the scrolling is so jerky, it wouldn't look out of place on a Spectrum, even if you do get seven different island to choose from, £9.99 is too much for this game, knock two or three quid off, and it shapes up a lot better. Only buy it if you're a Mad freak, or otherwise, have a good look at it before you buy.

Trailblazer, from Gremlin again, is a goody, it's so addictive. In case you don't know the plot, you have to bounce a speeding ball across a tiles floor, suspended in space.

The thing is, not all the titles are the same; some speed you up, some are as sticky as treacle, some bounce you forward, and some aren't even there, leaving a dirty great hole into which your unfortunate ball can fall.

The soundtrack is very springy, and you can have it playing non-stop, although it can get annoying and interfere with the sound effects.

Trailblazer is highly addictive, and with 14 tracks to choose from, you won't get bored in a hurry. At £7.99, it's well priced, the graphics not being spectacular, while the scrolling is excellent.

Donkey Kong . . . Hmm . . . name sounds famliar . . . got it! It's that old game from 1982, I can remember playing it in France.

Well, folks, Ocean seem to think that it can still stand up in the games market today, so they've re-released it.

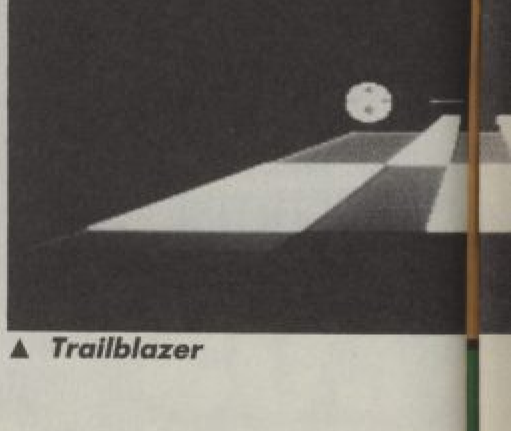
In case you don't know the storyline, it goes something like this. Kong has captured your girlfriend, and has taken her to the top of a building, or, at least, the top of the first stage of this building, because it is divided into four stages, each one supposedly harder than the last.

The first involves you, as ever, trying to get to the top, while mighty Kong tosses barrels down at you, along with an occasional fireball. If you complete that, then it's up a level to the custard pie factory, where mad custard pies (?!) chase you. This is an easy screen.

Screen three involves various homing fireballs that wait on the ladders, as you have to make it up using only lift and ladders, while screen four involves you pulling the rivets out of the building, so that it collapses, bringing mighty Kong crashing to earth. Then, its back to the start, and the barrels and fireballs, and everything becomes just a bit repetetive, until you feel bored out of your mind.

The animation is all very nice, with King looking fearsome enough to deter any would-be heroes, but the game lacks any sort of depth, and, at £9.99, is overpriced. It's at about the level of a good budget game. Which would be fine if it was a budget game. But it isn't, so you may as well forget it. Sorry, Ocean, try again.

I won't say much about *Nemesis*, merely that it is the game that has been making the MSX world stand back in amazement at what can be achieved on the vernerable



▲ ***Trailblazer***

machine. It's like a super *Defender*, but the graphics and playability raise it above any other shoot 'em up available, and the sound effects are pretty potent as well. The scrolling is slightly jerky, but you soon forget that when you become absorbed into the game. It comes on an instant load ROM cartridge, and is an essential part of any serious MSX gamesters collection. Buy it!

Mastertronic demonstrates that turkeys are alive and well, this time in the form of *Soul Of A Robot*.

The game, converted from the Spectrum, is one of the duffest that I have yet played. The screen shots are taken from the Spectrum version, which is highly misleading.

For instances, on the cover, a game involving brick walls as scenery is depicted. On the MSX version, what do you get? Nothing but dinosaur skeletons all the time, and on the cover, a title screen is shown, which has a robot looking grumpily out at you.

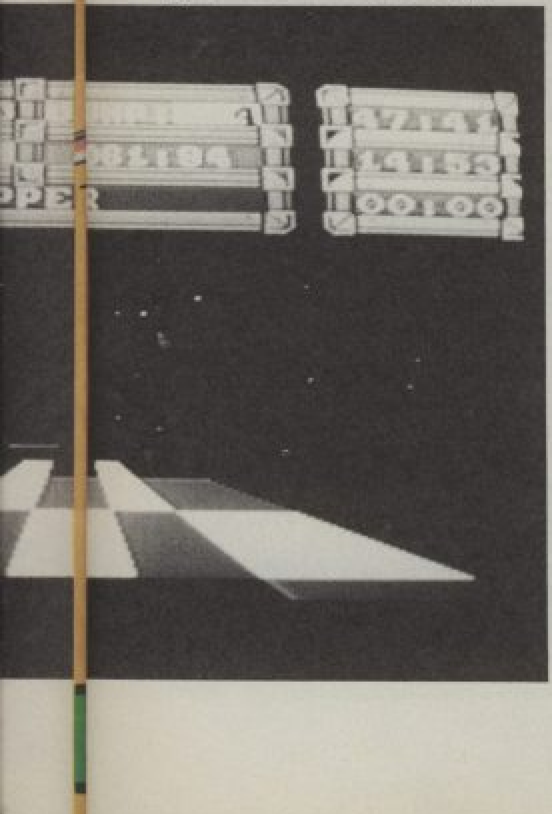
On the "conversion" you have a message telling you that the game is by some company called SYNTAXSOFT, and a joystick/keyboard option.

The gameplay is also highly naff, with the robot jerking and flickering his way about to a sound effect that sounds like somebody spitting. The robot can also fly, and by means of five minutes or so of prolonged enter key pressing, can be made to reach the top of the screen.

The backgrounds aren't that bad, but are so repetetive it just isn't true. It's such a turkey, it positively clucks and blows feathers. Avoid it if you value your sanity.

From Codemasters comes *Vampire* a whimsical game about Brok the Brave, 30th century superhero and ex-drug addict, who has come to save the earth from Count Dracula and his cronies, who are subjecting earthlings to a reign of terror.

Despite the strange plot, the game is little more than ladders and ramps, albeit in smart graphics. Brok has to bound about the castle of the Count collecting keys in order to reach new sectors and rooms. He also has to collect a stake to kill Dracula, otherwise, the trip wouldn't be worth it, would it!



The loading screen is great, with superb use of colour, but Brok looks a little bit to puny, and is too jerky to be a real superhero. All good fun, however, and good value at £1.99. It is not, however, up to the standard of Codemasters' other game, BMX simulator, reviewed below.

At last, a game that doesn't involve zapping the lurgs or the zeebies into zillions of little pieces, or involves climbing up and down ladders all day. BMX simulator, from Codemasters, is in a class of its own, with compulsive gameplay, a great soundtrack and smart, shaded graphics.

You have to race against the computer biker or a friend around various tracks in a time limit, and as you only have three controls, left, right and pedal, it's easy to pick up. There is also a novel playback facility, where you can watch a race again, or study it in slow motion. The title screen music is only so-so, with *International Karate-style* drums, but the jingle when you qualify is superb, and shows off the MSX's sound chip to the full. At £1.99, its a virtual steal. Buy it, or you won't know what you have missed.

Cyberun is a conversion of the old Spectrum game (when I say old, I mean seven or so months old) on which Ultimate tried to return to favour after the disaster of *Gunfright*.

The plot sounds like a page from A-Level Physics text book, but basically, the idea is to assemble your spaceship, which can then be used to collect cybernite crystals, the hardest substance in the univers.

Despite the fancy plot, however, it is just an average scrolling shoot'em up, although a very smart one. The spaceships are nicely designed, although they are tyupical aliens-they blunder about like zombies in custard, and when you are caught in a cloud, which slows you down, they often catch you.

When you do explode, however, you are given a neat firework display, as zillions of your particles are sucked into space.

Can Mastertronic redeem themselves after the disaster of *Soul Of A Robot*? Well, they seem to be trying to at any rate, with *Storm*. *Storm* was a big hit on the Spectrum a little while back, and it may well be that *Storm* MSX will be as well.

On loading up, you are given a dull front end, written in double-spaced characters, no doubt a technical achievement, but hard to read none the less. The plot goes like this: Storm's wife has been kidnapped by the vile sorceror, Una Cum, and so Storm and his best mate, Aggravain undead are going to try and rescue her.

The game itself is a *Gauntlet* clone, complete with monsters and generators. The graphics however, are pretty abysmal, very jerky and flickery, as well as being badly designed.

Why they did not make use of the MSX's extra computing power is a mystery to me.

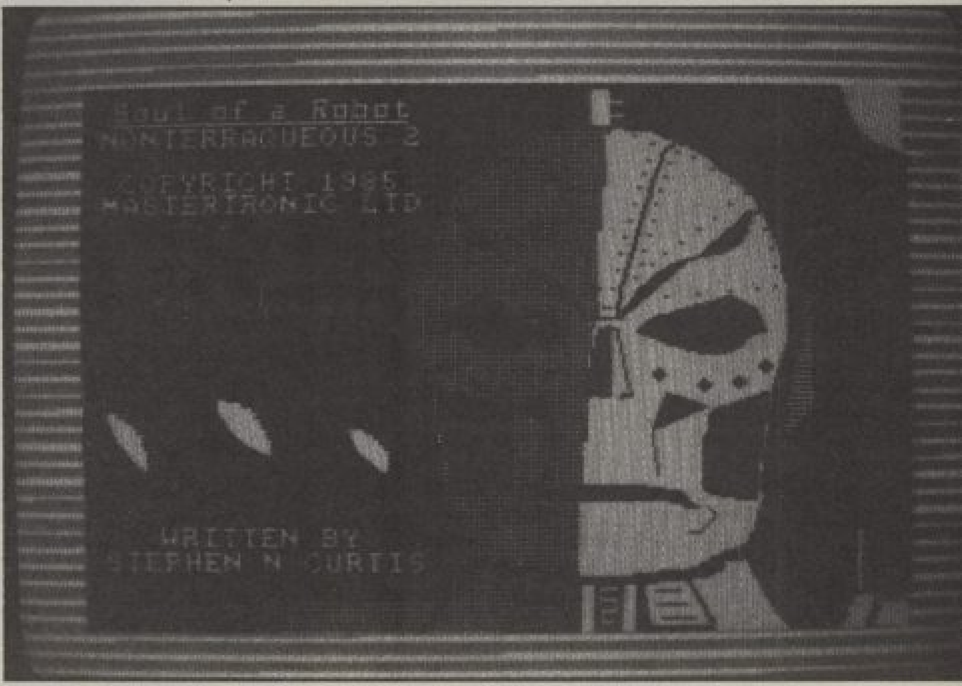
For all the naff graphics, though, it does have certain addictive qualities, and it is fun to splat the zombies as they appear from the generators, especially in two-player mode.

The eerie soundtrack is quite scene-setting as well. If you already have *BMX Simulator* and *Vampire*, then take a look at this. It's only £1.99, after all.

To get three Level 9 adventures on one compilation set, with a stunning cover pic and a jazzy novella seems like pretty good value tome. yes, Rainbird have released *Jewels of Darkness*, a compilation of the early Level 9s that I can remember playing on my NASCOM. Ah . . . those were the days.

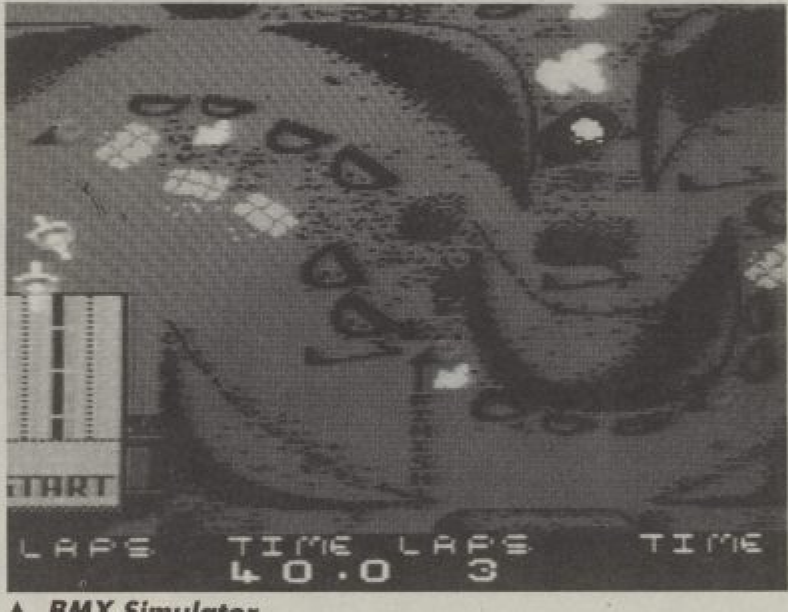
Despite their age, these games, *Colossal Adventure, Dungeon Adventure and Adventure Quest* can still stand up in today's cut 'n thrust market, and represent good value.

That's just about it for this round-up of the good, the bad and the ugly, but try to remember to watch out for: *Super Cycle, Gauntlet, Beach Head, Winter Games* and T.R.A.P..



▲ ***Soul of a Robot***

Game:	Rating out of 10:
Avenger	9
Spy vs Spy II	7
Trailblazer	8
Donkey Kong	6
Nemesis	9
Soul Of A Robot	2
Vampire	8
BMX simulator	8
Cyberun	7
Storm	7
Jewels Of Darkness	8



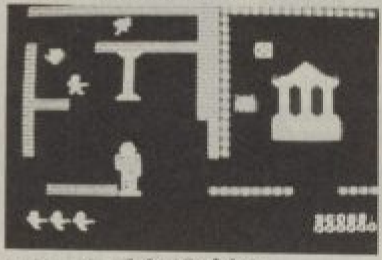
▲ ***BMX Simulator***

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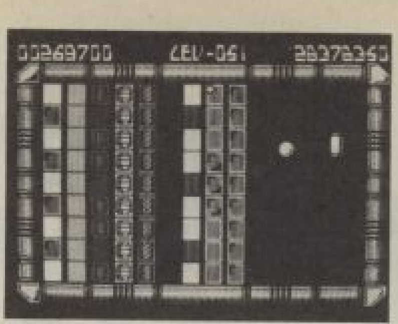
THE GAMES ROUND-UP

Each month hundreds of games pour into C+VG's offices. New games, conversions, compilations and re-releases. You name it, we get it. We review the best, now here's the rest — a comprehensive list of the game's we've received since the last issue.

Express Raiders. US Gold. Spectrum (£8.99). Amstrad (£9.99). CBM version reviewed May.
Feud. Bulldog. CBM 64 (£2.99). Reviewed April. Game of the Month.
Gun Law. Mastertronic. C16/Plus 4 (£1.99).
BMX Simulator. Code Masters. Amstrad (£1.99).
Super Robin Hood. Code Masters. Spectrum (£1.99)
Vampire. Code Masters. CBM 64 (£1.99).
Star Runner. Code Masters. Spectrum (£1.99)
The Happiest Days of Your Life. Firebird. Spectrum (£1.99)
Transmuter. Code Masters. Spectrum (£1.99).
Action Pack 2. Alligata. Commodore.
Double Fun 2. Budgie. CMB 64 (£4.99).
Judge Dredd. Melbourne House. Spectrum.
The Artist. Softek. Spectrum 128 (£17.95).
Tomb of Syrinx. Power



● *Tomb of the Sphinx*



● *Krakout*

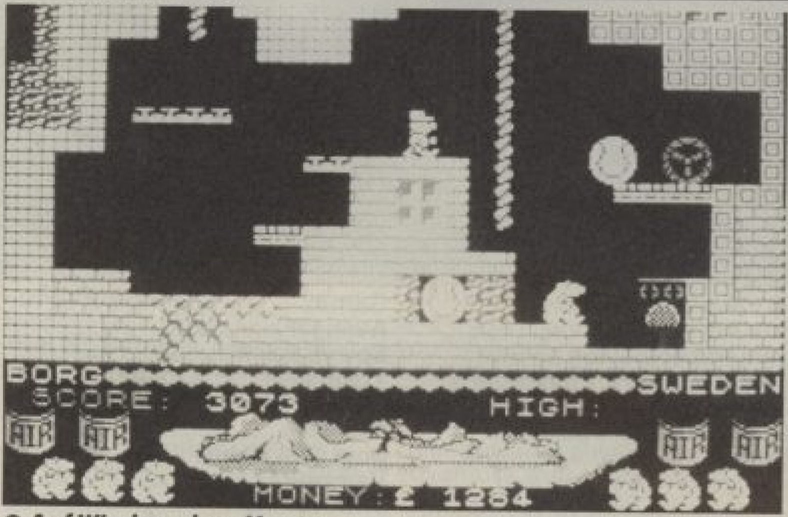
Graphics. Spectrum. CBM version reviewed April.
Grand Prix Simulator. Code Masters Amstrad (£1.99).
Ghosthunters. Code Masters. Spectrum (£1.99).
Riding the Rapids. Players. Amstrad.
Reviewed March. Game of the Month.
The Image System. CRL. CBM 64 (£19.95 cassette/ £24.95 disk).
Video Meanies. Mastertronic. CBM 64 (£1.99)
Chronos. Mastertronic. Spectrum (£1.99)
Battle. Mastertronic. C16/



● *Strike*



● *Strike*



● *Auf Wiedersehen Monty*



● *Koronis Rift*

Auf Wiedesehen Monty. Gremlin Graphics. Spectrum. MSX. (£7.99). CBM version reviewed May.
Brainache. Code Masters. Spectrum (£1.99)
Solar Coaster. Optyx Software. Amstrad.
Time Flight. Power House. Spectrum.
Cyrox. Power House. Spectrum.
Chimera. Firebird. Amstrad (£1.99).



● *Transmuter*

House. Spectrum.
Knucklebusters. Melbourne House. Spectrum. CBM version reviewed February.
Bombscare. Firebird. Spectrum (£1.99).
Krakout. Gremlin

● *Krakout*



FA Cup 87. Virgin. Spectrum (£7.95).
Koronis Rift. Activision. Spectrum.
Aliens (US version). Electric Drems. CBM 64.
Nemisis. Konami. Spectrum/Amstrad.
Plus 4. (£1.99)
Strike. Mastertronic. Spectrum (£2.99).
Think. Firebird. Spectrum (£1.99).
UFO. Firebird. CBM 64 (£1.99).
Thrust II. Firebird. Amstrad. (£1.99).
Gunstar. Firebird. CBM 64 (£1.99).
League Challenge. Atlantis. Amstrad (£2.99).
GunStar. Firebird. Amstrad (£1.99).
Zone Range. Firebird. CBM 64 (£1.99).
Chimera. Firebird. Spectrum (£1.99).
Cosmic Shock Absorber. Martech. Spectrum.



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Amstrad screenshots
SCORE 000818
SCORE 001162
FIREBIRD

C+VG REVIEWS 14

INTO THE EAGLES NEST

► MACHINES: SPECTRUM/ AMSTRAD CPC 464/664/6218/ CBM 64
► SUPPLIERS: PANDORA/ INTERCEPTOR
► PRICE: £8.95
► REVIEWER: DAVID

A biting north-eastery wind swirls down the valley carrying the distant echo of anti-aircraft fire. Below, on the valley floor, a convoy of armoured trucks snakes its way up towards the fortress, aptly named The Eagles Nest.

As a result of recent high enemy activity in such a strategically unimportant area, four of top men were sent into The Nest to find out why it was suddenly crawling with the enemy.

Their orders were then to destroy the fortress but three were captured almost immediately. The fourth was able to place explosives in the key places throughout the fortress. Unfortunately he too was captured before the chages could be detonated.

Eagles Nest is a four-way scrolling arcade adventure very much in the *Gauntlet/ Dandy/Druid* mould but far superior to all three.

Set in a fortress heavily infested by enemy goons, that seem to reproduce at an alarming rate, our hero can run through corridors, into store rooms, toilets, bathrooms, motor-bike sheds, interrogation rooms, and even the guards' lounge.

Eagles Nest differs in two key areas from the other programs mentioned above.

Firstly, the scale of the graphics is far larger than *Gauntlet* where you can see a substantial area of the dungeons surrounding your character. Here you control a sprite perhaps six or eight times the size of those in *Gaunlet* and consequently he is seen in far more detail as are all the other characters and objects found throughout the castle.

Once the game has loaded you are given the choice of four missions, three of which involve you in rescuing your men, who are being held prisoner down in the dungeons. In the fourth mission you must locate and activate all the explosive charges planted earlier.

You start the game with 99 bullets (the maximun you can carry) but no keys. It takes two bullets to kill each guard (one in the Spectrum version in the "easy" mode) so you soon start to get a little short.

Fortunately, the fortress is strewn with green rectangular ammo dumps, each of which contain ten bullets. As with all objects in the game, just walking over an ammo dump is enough to pick up the bullets.

Apart from liberating your comrades and blowing the place to smithereens, your secondary mission is to reclaim as many treasures from the commander's private collection.

These include paintings, boxes of gems, vases, and pendants. Collecting treasure increases your score but has no other effect on the game.

The layout of the fortress is completely different in each of the versions because the programmers wanted to squeeze every drop out of each host machine.

Thus the C64 and Amstrad versions have four floors while Spectrum owners have eight storey's to blast their way through.

Lifts should be used with extreme discretion because, not only is there only one pass per floor, but also the doors you're just painstakingly unlocked will be locked again if you return to the floor you're about to leave.

If you've elected to blow up the fortress, you must locate and activate the hidden explosives on each floor. When rescuing the captives you must first find each one and lead them, one at a time, back to the ground floor and freedom.

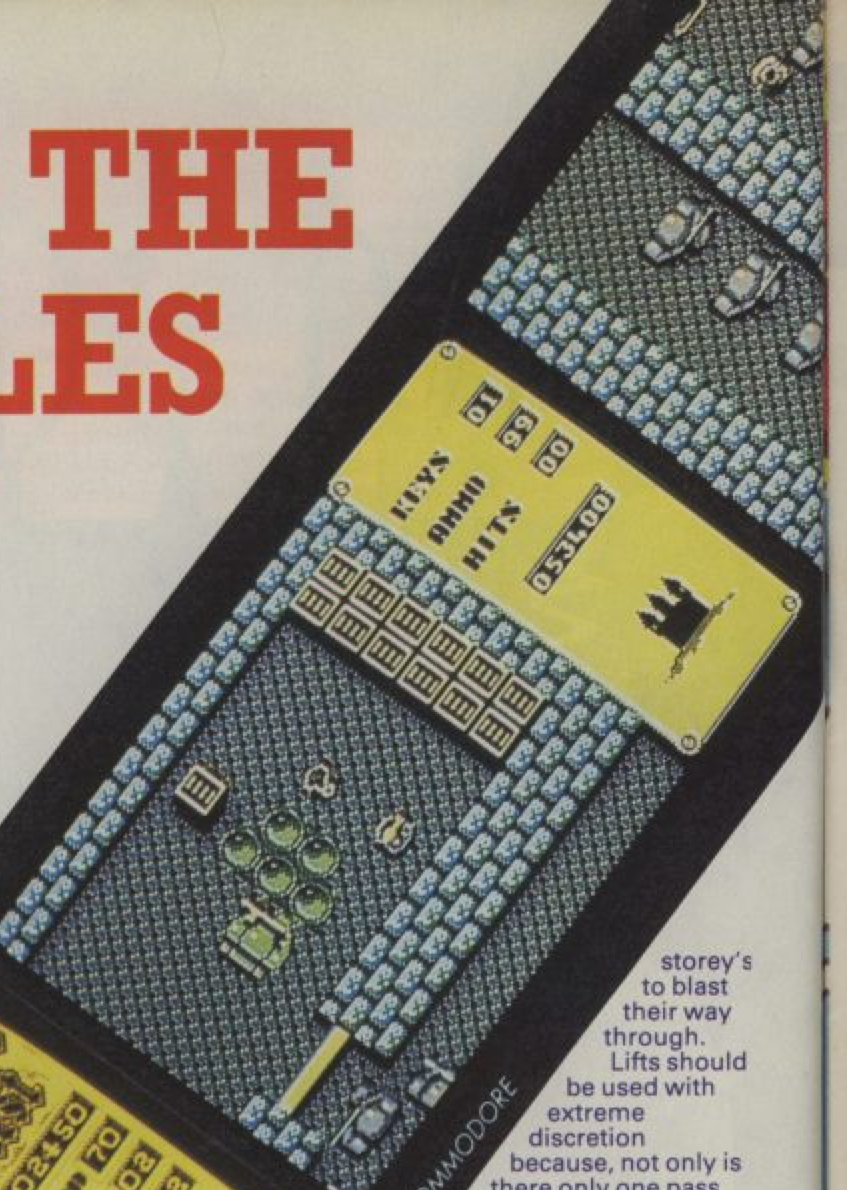
Understandably, your rescued comrades are sometimes a little slow to follow you, having been shackled to a stone wall for a week, so be careful not to go too fast or there'll be lost off the screen.

On the minus side, the status column, on the Amstrad version, can only be seen when the game is paused. This makes it more difficult to succeed as you never know quite how many hits you've got in hand or whether you're about to fire your last shot.

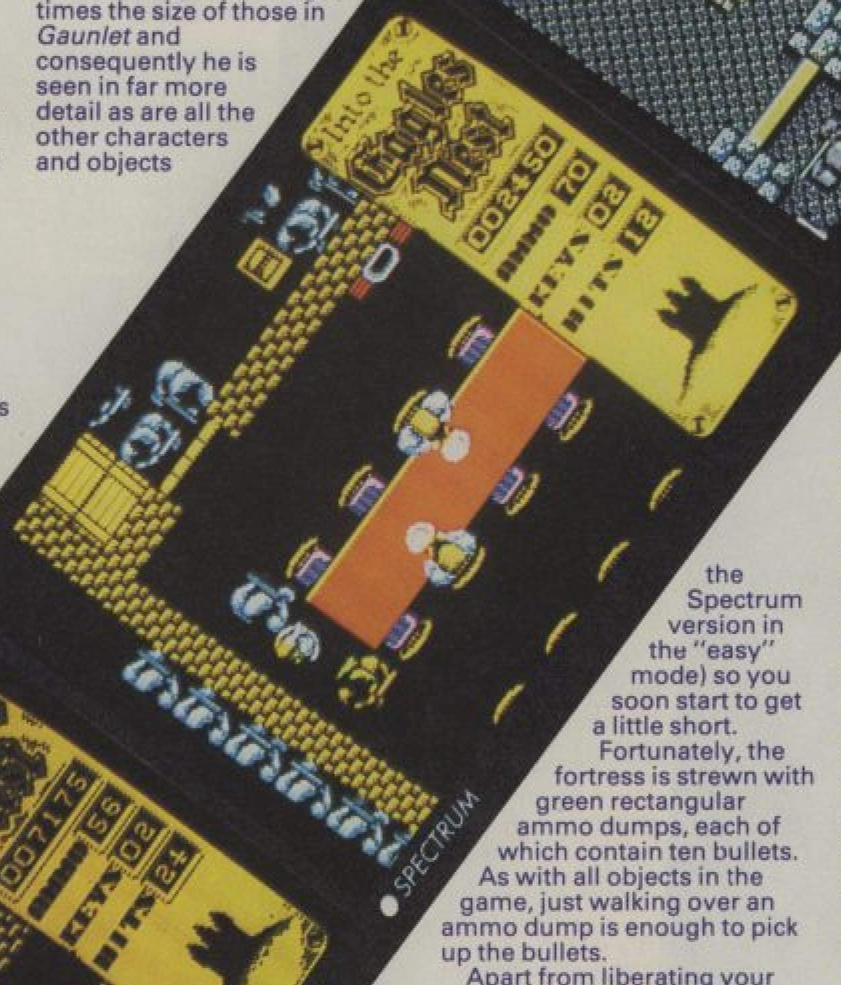
Although there is a small chance you may experience slight flickering in certain situations in the Commodore version, it is more or less faultlessly produced and an exceedingly playable.

Overall the Commodore version of *Eagles Nest* is the best of the three.

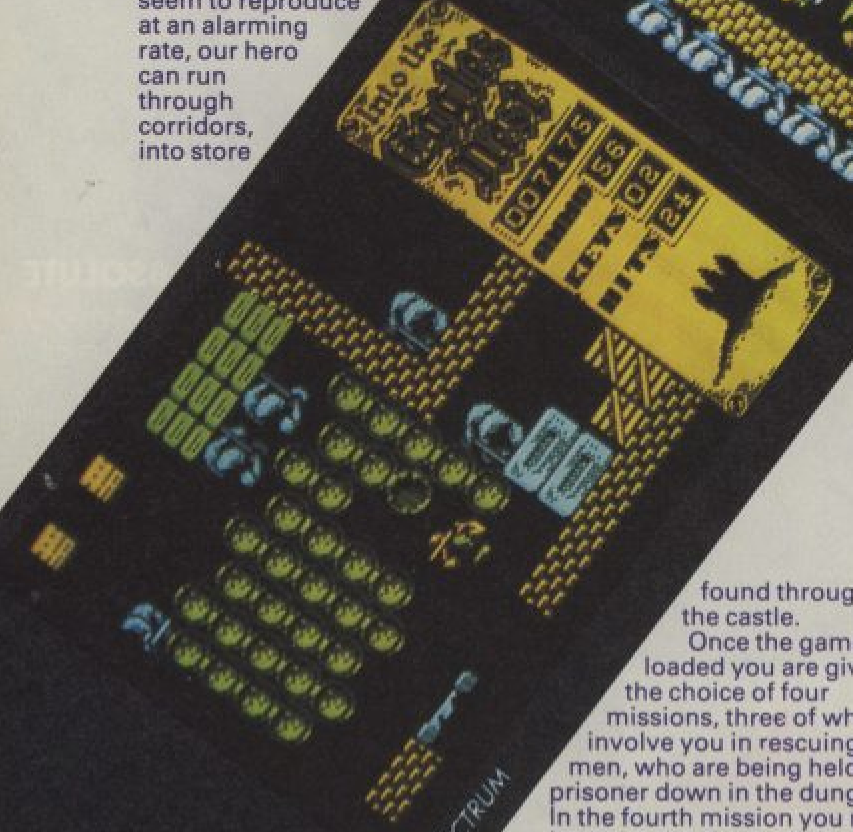
The game can be played on two levels, either as a mindless blast with no overall plan of action, or as a mindless blast with some idea of how you've going to succeed. Highly recommended for arcade and arcade adventure freaks everywhere!



● COMMODORE



● SPECTRUM



● SPECTRUM

	AMSTRAD	SPECTRUM	COMMODORE 64
► GRAPHICS	9	9	10
► SOUND	5	7	9
► VALUE	7	8	9
► PLAYABILITY	6	9	9

C+VG HIT!



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IMOGEN

- MACHINES: BBC/MASTER/COMPACT
- SUPPLIER: MICRO POWER
- PRICE: £8.95 (tape), £9.95 (disk)
- VERSION REVIEWED: BBC
- REVIEWER: NICKY

Imogen the wizard has had a pretty rough time. After saving the local townfolk from the local fire-breathing dragon, by turning himself into a more powerful dragon, he flipped and started rampaging around just like the original dragon. St George never had this problem.

Anyway, the Great Wizard shut him up in a cave along with a spell for his release — scattered around in 16 bits. To release himself, *Imogen* must use all his intelligence and stamina to retrieve the complete spell.

Tough break, huh? But it provides the excuse for a very entertaining graphic adventure game in which you roam around 16 levels searching for pieces of spell and solving various puzzles in the process.

Of course, this is a familiar format — you pick up and use objects, and so forth. But *Imogen* is a more interesting hero than most. He can turn himself into other creatures, for example, in order to surmount problems and obstacles — a monkey to climb ropes and trees, a cat to leap over chasms. You can swap between the various characters whenever you like, and very handy it is too.

You can also get around by using passwords, although only four are supplied at the start.

The version I reviewed was a preview, and only two levels were supplied. But from what I could see, the mode are graphics are smooth and unusually lifelike, with nice clear detail. I would say this is an excellent rendition of an admittedly well-worn theme, with some pleasing touches.

GRAPHICS	9
SOUND	6
PLAYABILITY	8
VALUE	8

PROFESSIONAL SNO

- MACHINE: AMSTRAD CPC 464, 664, 6128
- SUPPLIER: CODE MASTERS
- PRICE: £1.99
- VERSION TESTED: AMSTRAD TAPE
- REVIEWER: DAVID

The advent of a new snooker game is hardly a rarity, so it was with little more than a yawn that I dutifully loaded up Code Master's latest addition to the genre, entitled *Professional Snooker Simulator* (*PSS*). But it just shows how wrong you can be, because *PSS* is, quite frankly, superb.

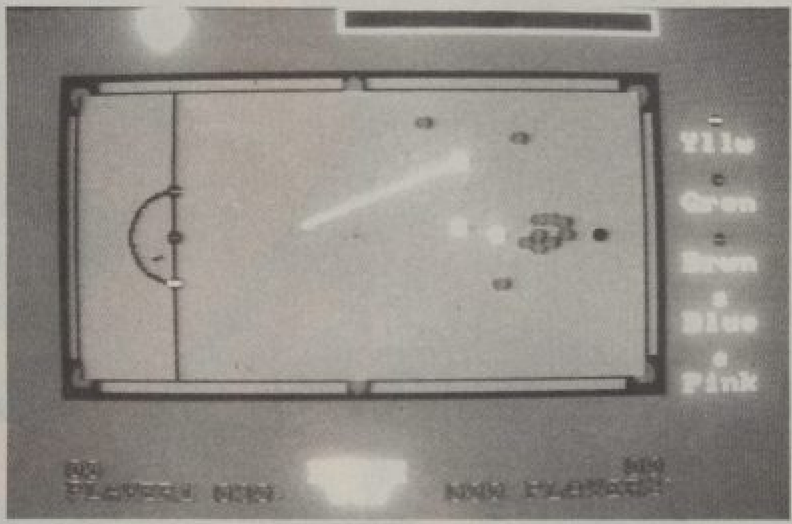
The game is designed for two players, although handling both players' shots yourself can be equally enjoyable. All the main rules of snooker are catered for including touching ball and asking your opponent to play again.

By clever use of the Amstrad's higher resolution four colour mode, progammer Godwin Graham has been able to give us perfectly round balls rolling smoothly over the green baize. The four colours used by the program are green, red, black, and white, and with these all eight differently coloured balls are clearly discernable.

The screen is dominated by the plan view of the table. Above this are a message window and a magnified view of the cue ball. The window provides a commentary on the game telling the player such things as when a foul has occurred or when there's a touching ball. The window will also prompt the player to make specific decisions, such as nominating a colour after a red has been potted.

The graphic of the cue ball is used to set any spin you want to put on any particular shot. This is done by moving a black spot around the cue ball graphic. Thus, for example, if you wanted to put a deep screw on the cue ball (so that it comes back towards you after the shot) you would position the spot towards the bottom of the ball.

Below the table are displayed both players' scores and the current break value. To the right are repeat graphics of some of the coloured balls, each labelled to avoid any confusion when nominating a colour during the game.



XOR

- MACHINES: BBC/MASTER/ELECTRON
- SUPPLIER: LOGOTRON
- PRICE: £9.95 (tape), £12.95 (disk)
- VERSION TESTED: BBC
- REVIEWER: NICKY

After *Repton*, It's difficult to see where maze games can go — and there have been three Reptons!
According to the blurb, *Xor* is an attempt at a "totally new concept" in mazes, although I have to say the game itself doesn't bowl me over with its originality.

Suppliers are far too fond of saying things like that. A game doesn't have to be mind-blowingly different to be enjoyable.

The screens in *Xor* are strongly reminiscent of *Repton*, as are many of the puzzles. You roam around the maze collecting masks, avoiding such hazards as forcefields, spring-loaded chickens (well, OK, that's new!), bombs and more.

Once you've gathered all the masks on each level, you can go on to another one. Each level comprises about 16 screens, so yo get a lot of maze for the price. There are 15 levels in all, and at the end of each one you get a letter. Together, the letters make up an anagram.

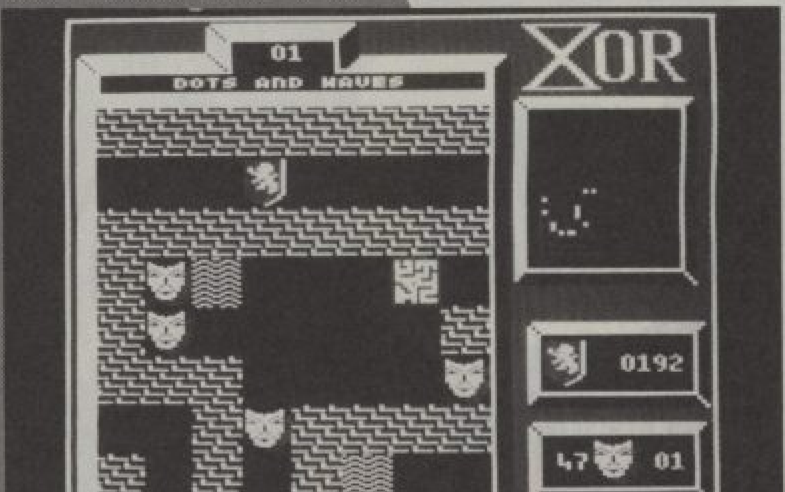
Complete all 15 levels and solve the anagram, and you can become a Member of the Order of Xor, with a certificate and badge to prove it. But as you progress through the levels, remember you only have 200 moves at your disposal.

Although the basic concept is pretty old hat, and the design very *Repton*-like, there are one or two nice features that help to enliven the game. You explore the *Xor* mazes using two heroes, for example, both of which can be used to pick up masks and solve puzzles. You toggle from one to the other.

I also liked the map quartile feature — in each maze, you can collect four maze segments which show the layout of the maze, including the position of the masks and the exit door.

The graphics are easy on the eye, with smooth animation and scrolling.

GRAPHICS	8
SOUND	7
VALUE	8
PLAYABILITY	8



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OOKER SIMULATOR

As each player comes to the table they can move their imaginary cue around the white ball until happy with their aim. To help get the direction right a silhouette of any ball being aimed at (the object ball), will appear behind the cue ball graphic at the top of the screen. So, for example, if the silhouette is directly behind the cue ball then you are aiming straight at the object ball. The further to the right the silhouette appears, the sharper would be the vector of the object ball after being hit.

When you're happy with your aim, press the space bar twice. The time between the two presses sets the power of the shot. Unfortunately it is very difficult to put the power you want on a shot because it's too easy to leave too short or long a gap before hitting space a second time. Although you graduallly get used to this method of play, there have been far more friendly methods of setting power in other games.

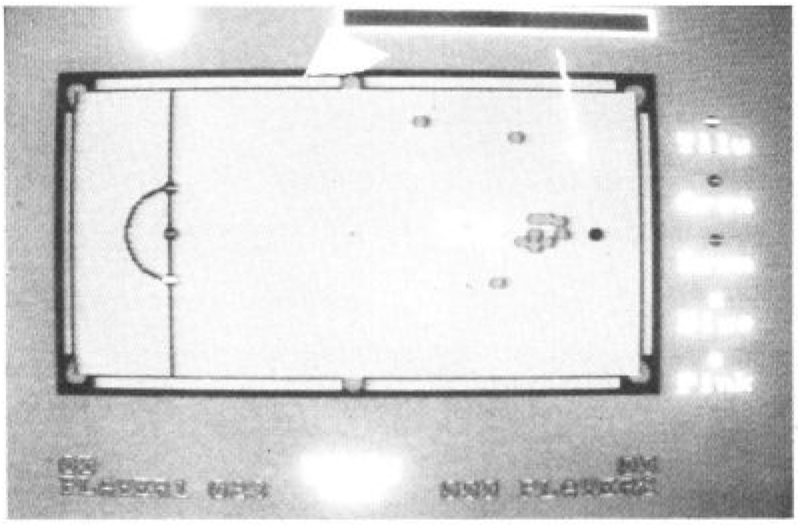
Apart from normal play the program also offers a comprehensive practice mode to help you get your eye in. There is also an excellent demo game which starts automatically after thirty seconds of inactivity. The demo has everything from touching balls to snookers.

Two niggles make *PSS* a masterpiece of the flawed rather than the pure variety. Firstly the left and right hand side spin that you can put on the cue ball is a little over the top. Secondly, and more importantly, the method of setting shot strength is not in keeping with what is otherwise a genuine and successful attempt at a snooker game.

That said, *PSS* is still perhaps the most playable and engrossing snooker game this reviewer has had the pleasure of playing and at a budget price! If you're a follower of the green baize, and you don't yet have a snooker program, then give yourself a break and pocket a copy immediately.

- GRAPHICS 9
- SOUND 6
- VALUE 9
- PLAYABILITY 7

C+VG HIT!



SHAO LIN'S ROAD

- MACHINES: AMSTRAD
- SUPPLIER: THE EDGE
- PRICE: £7.95
- REVIEWER: PAUL

A quick glance at the cassette inlay of *Shao Lin's Road* had me gulping. The screen shots were stunning. Too good in fact for the Amstrad. I read the blurb.

"Screen shots from arcade version — home micro versions may differ," it read.

May differ? Who are they trying to kid? Is there a difference between chalk and cheese? Do pig's fly? Do System 3 games come out on time?

The truth is that Shao Lin's Road does have a passing resemblance to the arcade version. For a start the name's the same, both are from Konami and the storyline is roughly the same.

The game is a follow up to *Yie Ar Kung-Fu* and finds the hero Lee as a master of Chin's Shao Lin. That means he's able to kick and punch people with devastating effect and able to perform magnificent leaps and bounds. He's also got some magical powers at his disposal.

Lee has been trapped in a temple by hoards of Triads and must battle his way to freedom using everyone of his skills.

It's all very much standard martial arts stuff, good fun but I find that becuase there are so many of these type of games around nowdays, they don't keep me playing as much as they used too.

In the general slaughter and carnage, the death of one of your opponents will release an energy ball. Catch this and you get a magical power for a while.



- GRAPHICS 8
- SOUND 7
- VALUE 7
- PLAYABILITY 8

SPHERE OF DESTINY

- MACHINES: BBC/MASTER/ ELECTRON
- SUPPLIER: AUDIOGENIC
- PRICE: £7.95 (TAPE), £11.95 (DISK)
- VERSION TESTED: BBC
- REVIEWER: NICKY

Sphere of Destiny is that rarity among computer games — something a little different.

You control the character of Bruce the Ball, who is bouncing along the Inter-starion freeway to meet his lover (his lover? Freda the Frisbee, perhaps?).

But this freeway is no ordinary freeway. It's a multi-coloured, with frequent black holes for Bruce to fall down, and made up of squares which have different characteristics, according to their colour. Do not attempt to play this on a monochrome screen!

For example, green squares give you an extra boost of speed, while red squares slow you down.

You can move Bruce right and left, bounce him, and you can also slow down and speed up. The road zooms at you out of the screen, and when you lean on the go-faster key the road scrolls very fast indeed. Quite exhilarating, in fact.

It's not an easy game to master, although you can achieve a reasonably high score by not having a clue what you're doing, as I discovered the first few times I played. What with trying to dodge black holes (I never did work out how), bounce in the right places, avoid the wrong squares, all the time going as fast as you dare, this is what I would call a challenge.

Altogether, this is a slick, polished and off-beat game.

- GRAPHICS 9
- SOUND 7
- VALUE 7
- PLAYABILITY 8

C+VG REVIEWS 17 SHORTS

SPINDIZZY

- ▶ MACHINE: ATARI
- ▶ SUPPLIER: ELECTRIC DREAMS
- ▶ PRICE: £9.95 (CASS)/£14.95 (DISC)
- ▶ REVIEWER: BRIAN

Around a year ago a game stormed the Amstrad market and went straight to the top of the charts and stayed there for some time. That particular game was *Spindizzy*, and now it has been converted to the Atari. The Atari market has been revitalised recently with Ocian, Alligata and Electric Dreams producing software for the machine.

For those of you who own an Atari and do not read the reviews for other machines to see what you are missing, then here is a quick run down for you. You take control of GERALD, (Geographic Environmental Reconnaisance Land-Mapping Device). Your job is to map the various locations which include different hazards. Some of the hazards are ice (awkward to stop on), steep sloped (lots of speed), and holes (tricky diagonal movement needed). To complete the game all the screens have to be mapped and all the jewels collected.

To reach some of the jewels it is neccessary to use the lifts which require a pass to use them. Some pass can even produce a way out that was never there before, or a bridge to a lonely jewel. To map your progress during the game a map screen is provided which will explain all the neccessary information.

Spindizzy uses theAtari to the fullest extent with excellent graphics and adequate sound effects. This game has got to be the number one on the hit list if they own an Atari computer, rush out and buy it today.

▶ GRAPHICS	9
▶ SOUND	7
▶ VALUE	9
▶ PLAYABILITY	8

GUARDIAN

- ▶ MACHINES: AMSTRAD PCW8256/8512
- ▶ PRICE:
- ▶ SUPPLIER: ALLIGATA
- ▶ REVIEWER: JOHN

Dress a mediocre *Defender* derivative and a levels and ladders game up with fancy lots and put them on a hot new machine to pull the punters who're just dying to any software for the PCW, that's what Alligata's trying to do.

Blagger is the neatest of the twosome and if you've ever owned a Commodore 64 in a past life you may have seen the title.

You're Roger the Dodger whose life ambition is to loot his way through an endless stream of banks, shops and houses. The owners of these high risk properties aren't too bright, though. The highlight of each caper is to collect the golden keys and bounce your bulbous belly against the safe on each screen. The MO's are the same, only the screen layouts are different.

Several games I've seen which lack imagination always make up with it by making the game impossibly difficult to play — dull but difficult. *Blagger's* the same and I for one didn't want to invest the time and effort to get to the last screen.

Guardian, on the other hand, is a *Defender* game whose aliens have no guts. They look like senile money spiders floating across the screen. Your ship moves above the planet surface, destroying the twee aliens-flying pods, swarmers, and deadly baiters to name a few — and saving the little stick refugees who're in danger of being captured.

The game's key controls are more complex than *Blagger*, but that's not to say that *Buardian* is more complex.

Alligata has produced a package of two reasonable games. Unfortunately, resonable is just not good enough as this software does not stretch the PCW to its limits nor tries to.

▶ GRAPHICS	4
▶ SOUND	N/A
▶ VALUE	6
▶ PLAYABILITY	5

SHORT CIRCUIT

- ▶ MACHINE: COMMODORE 64/128, SPECTRUM 48/128/128+, AMSTRAD
- ▶ SUPPLIER: OCEAN
- ▶ PRICE: COMMODORE & AMSTRAD £8.95, SPECTRUM £7.95
- ▶ VERSION TESTED: CBM 64
- ▶ REVIEWER: LEE

Something amazing has happened . . . Number 5 is still alive! This is yet another game based upon a film, of the book, of the record, etc, etc. You know the sort of thing. Now having not seen the film, because at the time of writing this review, the film *Short Circuit* hasn't made it's way up to the darkest corners of Unit 4 in Accrington, (anc if the manager's reading this, how about letting me in free when it does?), I can't comment on how close the plot of the game follows the film. I can't even say definitly if the game remotely resembles the film in any respect, but agoing off the clips I have seen, I assume it does.

Number 5 is a robot. After a freak million to one chance, he was strucks by lightening, and Number 5 became concious. Now there are three people after you. The scientist who created you, who wants to take you apart and see what has happened. The President of Nova Robotics wants to capture you and remove your weapons before you kill millions of innocent people. And the Chief of security, quite simply wants to blow you up. You are alive, and the aime of the game, is to stay that way!

The game is devided into the sections. The first is a forced 3D perspective, arcade adventure, in which you must search the Nova factory to find various mechanisms to bolt on to yourself, find the manual entitled 'How To Build Your Own Number 5', and escape before anyone realises you are missing.

The second part involves you being chased by security forces ordered to kill you, and other robots, ordered to deactivate you. Now you may realise that the odds are slightly against you, so how do you get out of this sticky situation? Quite simply build the decoy robot I told you about earlier on in this review. Now you may be wondering why you just don't shoot your persuers. Well, robots have a code of practice that says they can only stun living creatures, and if they kill them, their conscience level drops. When this dwindles away, you die.

When, or rather if you reach a van, you can build the dummy robot, and live happily ever after. All together now, Ahh!

The graphic of Number 5, going off the clip of film I've seen, is perfect. He has been captured in every detail. The background graphics are good, and suit the game well, The title tune is a rendition of the film's theme music, and very good it is too. Nice and catchy, in fact I bet you'll be humming it for days! It's just a shame that it doesn't play during the game, it would be better than the dull spot effect.

The problems are of average difficulty, and I feel it should Keep you glued to your keyboard for weeks to come.

▶ GRAPHICS	7
▶ SOUND	9
▶ VALUE	8
▶ PLAYABILITY	9

TRAIL BLAZER

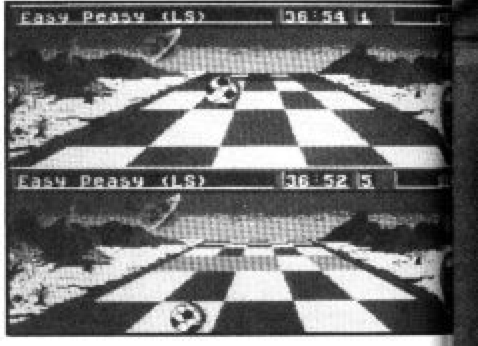
- ▶ MACHINES: ATARI ST
- ▶ PRICE: £24.95
- ▶ SUPPLIER: GREMLIN
- ▶ REVIEWER: PAUL

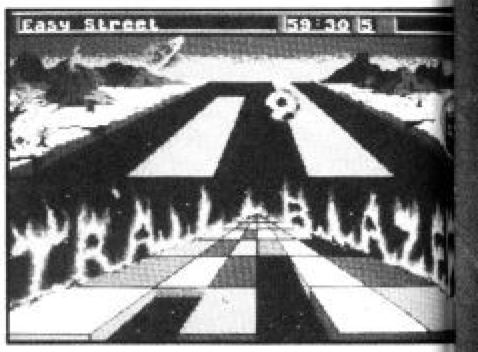
Trailblazer has been around on other formats for sometime now so you've probably got some idea of what it's all about.

You control a ball which can bounce, roll to the left and right. Before you stretches a road of multicoloured squares. But between these squares there are black gaps, some small while others are huge — so big in fact that it seems impossible to avoid plunging into their depths. That is something to avoid.

As the speed builds up you must bounce from square to square, hoping to leap the gaps.





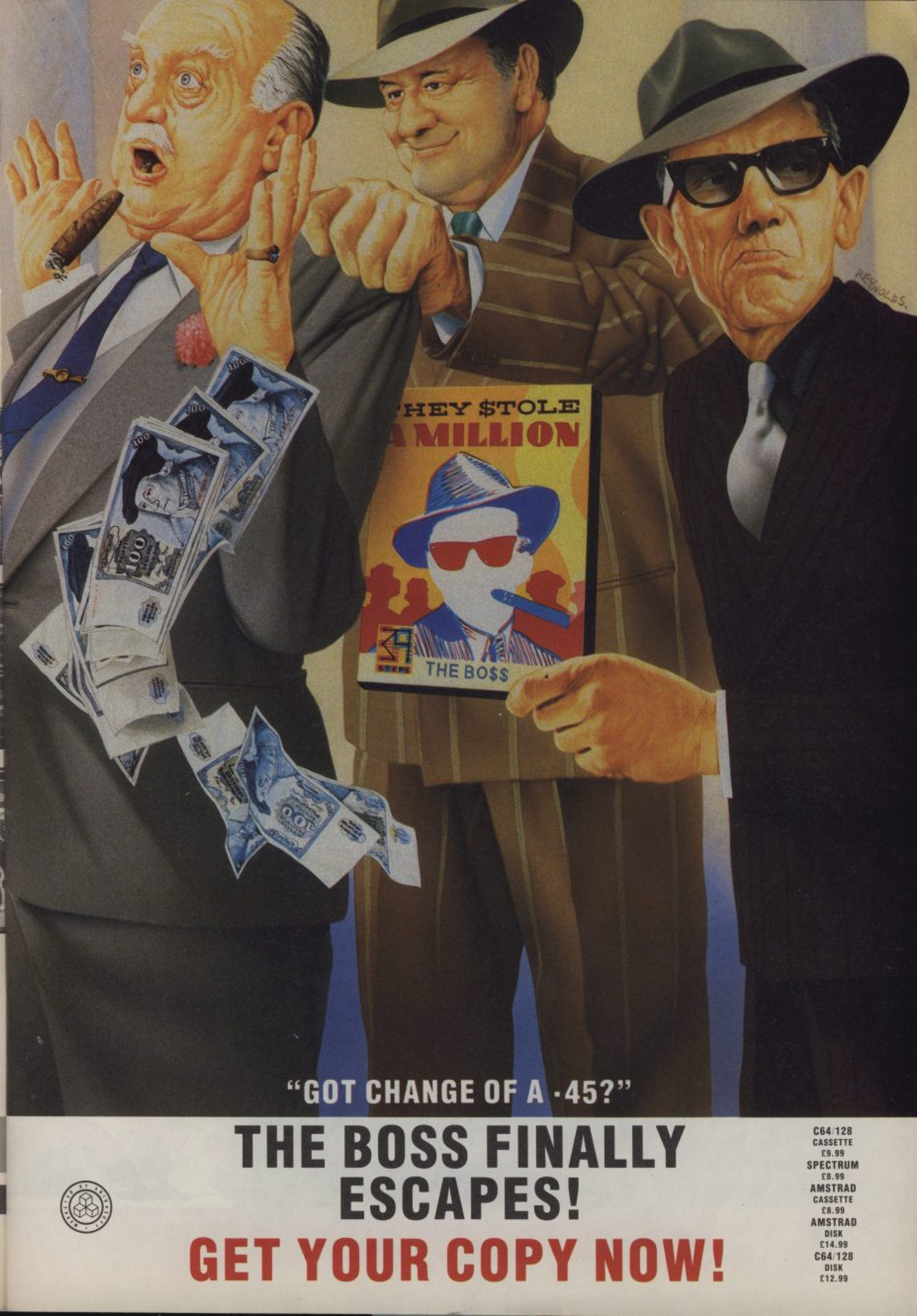


Experience will teach you that the different colours of the squares have different effects. Some will slow you down and others have a fatal effect.

Each level must be completed against the clock.

Everything about the game is nice. Excellent graphics, music and sound effects, addictive play. But at £24.95 I don't think the game offers enough to justify the price.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	6
▶ PLAYABILITY	8


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Birth of the Barbarian



Know, O Prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the rise of the Sons of Aryas there was an age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars. Hither came Steve Brown, black-haired sullen-eyed, to grind other wimpish combat games to dust in his chain-mailed fist!

Dig out your leather studded wristbands and start practicing your meanest, moodiest looks 'cos Steve Brown's **Barbarian** is coming. And they aren't calling round for tea and cucumber sandwiches. They're looking for trouble with a capital T!

Barbarian, the latest offering from the people who brought you *Cauldron* and *Sacred Armour of Antiriad*, is an unashamedly bloodthirsty hack n' slash combat game. It'll have you rushing for your joysticks the moment it hits the streets.

Big graphics, superb animation and a great soundtrack. What more could you ask for? Action? Addictiveness? Well, **Barbarian** has got all that and more.

But how did a mild mannered seven stone graphic designer give birth to this monster? C+VG's special barbarian correspondent strapped on his trusty broadword, slapped on his Conan wig (*See, I knew it would come in useful eventually! Ed*) and braved the dread dark dungeons of Palace Software to find out.

"I've always been into fantasy writers like Robert E. Howard and Edgar Rice Burroughs, and at art college I did a lot of swords and sorcery style painting. And ever since I started at Palace I've wanted to do a sword fighting game with BIG figures," says Steve Brown, the man behind **Barbarian.**

"I've been really disatisfied with all the swordfighting games. I wanted to make mine as realistic as possible."

To that end Steve got his girlfriends dad to make him an impressive wooden sword, based on the one in the Conan the Destroyer movie, and set about getting swordfighting moves down on videotape.

Steve admits to spending hours watching the Conan movie to copy the moves and then shutting himself in his bedroom to perform in front of a mirror before repeating the action in front of a camera!

Together with Gary Carr, his assitant, Steve fought imaginary battles with deadly opponents.

Once they had the moves on tape Steve used the freeze frame facility on his tape machine to pause the picture — and then he traced each move frame by frame onto clear plastic film.

The tracings were then transfered to a specially prepared grid which enabled Steve and Gary to recreate the live action in pixels.

Every frame of animation you see on screen has one of these drawings and up to 40 frames of animation make up some of the moves. As there are 10/15 different moves in the game you can imagine the effort that's gone into the animation.

THE GAME

Barbarian is going to appeal to Swords and Sorcery addicts and combat freaks alike. On the A-



● Steve Brown sketches out a move on the TV screen.



● The Barbarian team. Back L-R: Sean Griffiths, Steve Brown, Andrew Fitter. Front: Gary Carr, Stan Schembri.





● Steve Brown's original draw[ings]

side of the game tape you'll get a straightforward hack n' slash sword battle. On the B-side there's the quest. You have to save the beautiful Princess Maria from Drax the Dark Sorceror. You battle your way through Drax's nasty minions before meeting up with the main man himself in the final conflict.

The bloody battles are fought out against different backgrounds — which you can actually move into, unlike other combat games. The characters ARE big — and they bleed if hurt. Just like the real thing. So don't expect just a simple sound effect if your opponent delivers a nicely timed chop to your neck! There are 16 fighting moves driven by the joystick — but it isn't difficult to get to grips with the controls like some other games we could mention.

The "quest" element adds playability and the two player option means you can beat up your best friend without suffering too many bruises. And watch out for Hoptoad — the dwarf-like minion of Drax who comes on the drag off the corpses!



THE ULTIMATE BARBARIAN

When it comes to barbarian heroes there's only one really worth talking about. Steve Brown has already mentioned his creator — and many other authors have attempted to recreate pale imitations of the ultimate barbarian. We are, of course, talking about **Conan** — the six foot tall muscle-bound monster created by **Robert E. Howard** way back in the 1930's. Conan has long outgrown Howard's stories which first appeared in a "pulp" fantasy magazine in the States called *Weird Tales*. Howard ended a promising career in 1936 by shooting himself. But Conan had a life of his own, inspiring the award winning Marvel Comic books, and more recently two Conan movies.



There are a huge number of original Conan stories, plus some recent ones written by L. Sprague De Camp in the style of Howard. Purists say that Howard's own earlier stories are the best — while others aren't entirely happy with the spaghetti-swords and sorcery treatment given to the films starring body-builder Arnold Schwartzenegger. If you want to get a true taste of the real thing read one of Howard's Conan novels which should be available in your local sci-fi bookstore.

Howard's other stories about swords and sorcery heroes like *King Kull* and *Bran Mak Morn* are also worth checking out. If you are into comics some of the best comic art of the 70's can be found in back copies of the Marvel Conan comics. Conan comics are still going strong — although our hero is now a king and has a son — who strangely enough looks a lot like the young Conan. And if He-Man isn't Conan in a blond wig then I'll eat my loincloth. It looks as if they myth is going to live on well into the 1990s!



rawin[illegible]s for Barbarian.



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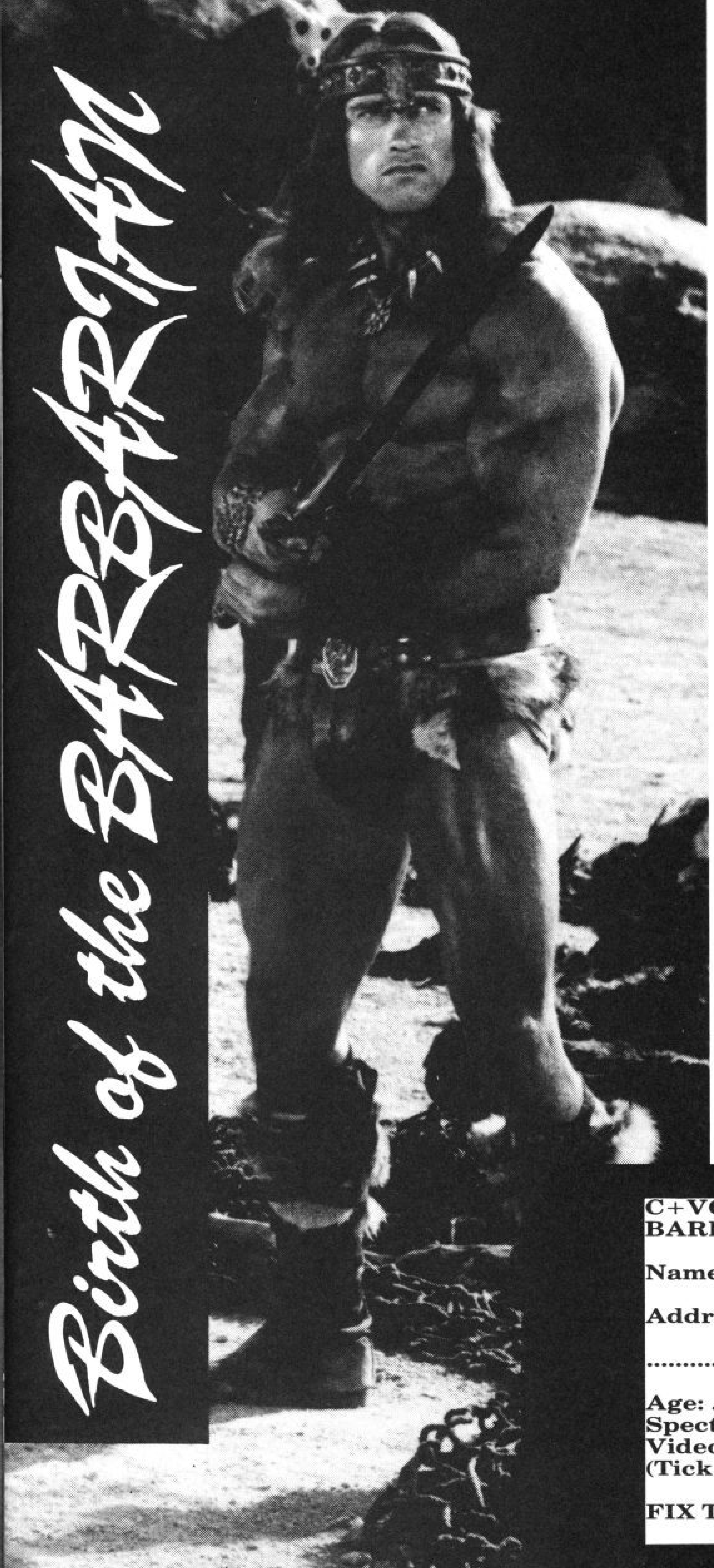
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C+VG **COMPETITION**

Birth of the BARBARIAN



How would you like to own the original artwork from the cover of this issue of C+VG? Yes, YOU could own Steve Brown's original painting of the Barbarian and the Princess, specially framed, for you to put in pride of place on your bedroom wall. Pretty amazing, eh?

The first prize winner will not only get Steve's painting but also a set of Barbrian videos featuring the ultimate Barbarian, Conan.

You'll get *Conan the Barbarian, Conan the Destroyer* and *Red Sonja* to drool over when there's nothing else on TV! All that plus a copy of the Palace game. A prize not to be sneezed at!

Second prize winner will get the three Barbarian videos plus a copy of the game and 25 runners-up will get a copy of the game.

What do we want you to do? Well we've decided that you all love drawing and painting so much you'd just love to create your own Barbarian scene.

It could be a battle as in the game, or something from your own worse nightmares. You can use any materials you like and make your illustration any size. But don't forget to tell us what computer you own and how old you are.

Send your pictures to *Computer and Video Games,* Barbarian Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is June 16th.

C+VG PALACE SOFTWARE BARBARIAN COMPETITION

Name: ....

Address: ....

....

Age: .... Computer owned

Spectrum ☐ Amstrad ☐ C64 ☐

Video VHS ☐ Beta ☐

(Tick boxes)

FIX THIS COUPON SECURELY TO YOUR ENTRY

Dicing with DEATH

and Chris Bourne!

Software houses are very fond of telling us that their latest adventure 'transports you to a magical land of elves and dragons' where 'only your imagination sets the limits'. Now I'm very fond of adventure games, but the idea that your imagination is what sets the limits is nonsense. The limits are set by the programmers, and if you don't solve the problems and progress through the game the way THEY say you should, you don't get very far. If you really want a game with no limits, you want to be a role-player.

Role-playing games (I'll call them RPGs from now on) are games in which each player takes on the role of a character and embarks on a free flowing saga of exploration and adventure under the guidance of a referee, usually called a Dungeon Master. The original, whence all other spring is Dungeons and Dragons, so I'll start by describing how that came into being.

It was a group of wargamers who set it all off in the early 70s. They particularly enjoyed playing mediaeval wargames, and one day they had the bright idea of trying to work out some rules to allow for magic, so they could fight battles from fantasy books like The Lord of the Rings as well as 'ordinary' wars from real history.

The main magicman in all this was a theology student at a Baptist seminary in the Deep South of the USA called Gary Cygax. He soon discovered it was much more fun playing the one wizard in his army than it was pushing the hundreds of lead soldiers around with him, so he started developing rules which dispensed with the armies altogether and concentrated on single characters with all the powers and heroism of Conan the Barbarian or Gandalf.

The system was first published privately as a series of supplements to the rules for mediaeval wargames that the group was using, but it rapidly gained fans round the college circuit in the States, until eventually Gary formed TSR games and sold his system as Dungeons and Dragons.
Ten years on, TSR is a multi-million dollar operation, and Dungeons and Dragons is played all over the world.

In D&D one player is the referee and the rest form a 'party' of adventurers who explore the world designed by the referee. He has the tough job: he has to create maps of towns and wildernesses, and people them with the lairs of monsters, carefully working out where to put traps and treasure to provide the right level of challenge to the party. When he's got his adventure sorted out (you can buy pre-written adventures if you haven't got the time or skill to create your own) the players gather round with their six-packs and takeaway pizzas for the game itself; a session could last anything from a couple of hours to days on end — the world record stands at 85 hours continuous play! — while the adventure itself might take weeks or months to complete. The game I am currently playing has been going for almost exactly a year now, with no signs of ending yet.

However, before they can start playing the group has to get their characters together.

In role-playing games equality and conventional ideas of 'fairness' go out of the window. All characters are different. The first thing is to roll up the 'attributes' using dice. These might include ratings for qualities like Strength, Intelligence, Wisdom, Agility or Personal Charm: taken together, these ratings provide the basis for how you play the character.

Having got the basic stats for the character, players then get to choose a profession to follow. Some games, like Tunnels and Trolls, allow you only a limited choice, while D&D has a vast array of possibilites: Fighter, Druid, Magician, Illusionist, Assassin, Ranger, Bard and so on and so on. You'll normally choose a profession which suits your attribute ratings. A Fighter needs to be strong, a magician needs to be clever, a thief needs to be agile. And you should always choose a character which suits your own tastes: there is no point being a Druid if all you have ever wanted to do to a forest is torch it!!

Each player will then have a special set of skills to use in the game; thieves can pick locks, clerics can cast healing spells, fighters can use a wide range of weapons and cleave skulls faster



CRUGAR EXPLORING NORTHERN TEMAUNTRO

than anyone else. They also have weaknesses: warriors tend to be rather vulnerable to certain types of magic and will distrust it, while magicians are not allowed to wear any armour and consequently must hang around at the back in a fight waiting for a good chance to use their magic.

Once all that is done the game can start. The DM tells the players where they are (drinking at a tavern for example) and lets the adventure unfold from there. It might be that the party is hired to rescue a kidnapped princess, or hears a rumour of vast wealth lying in an underground complex of caverns. Either way, the DM tells the players what they can see and the players tell the DM what they are going to do about it.

Although the results of any action are worked out by the DM, consulting acres of charts while rolling great handfuls of dice, the players don't actually HAVE to know any of the rules at all: as long as they play their characters well and do what seems natural they should succeed.

But, of course, the games do have rules, usually contained in whole sets of rulebooks. As a rule, most RPGs have a rulebook for the players and a separate rulebook for the DM, as there are often rules that beginning players should not be aware of! More experienced referees will bend the rules and add in touches of their own to confuse and confound players, and prevent them from playing according to the mechanics of the game rather than according to the style of their character.

You can see that a role-playing game is obviously a very different type of experience from a computer adventure. It doesn't even have a fixed end: after your character has completed an adventure, points are awarded, and the character 'moves up a level', acquiring new skills and powers so as to be able to face greater dangers and a wider variety of monsters. In fact, playing RPGs is more of a hobby than an occasional pastime.



WOFFEN: WALKING FROM A SHENTER

So what do you need to get started? The most important thing, of course, is to find people to play with! Ideally, beginners should try and find an experienced referee, which means they can plunge straight into an adventure without getting lost. But that's not always possible.

Most role-playing games work best with between three and five players and one referee. But which one should you choose? And where can you buy them from?

The oldest, and therefore the largest, and potentially the most expensive, is *Dungeons & Dragons.* There are in fact two versions of the game: Dungeons and Dragons, and Advanced Dungeons and Dragons. Although D&D started as a sort of basic version of AD&D, they are



now regarded as separate, equally complex, games.

D&D is cheaper, has rather less variety in the rulebooks, and encourages the referee to invent a lot more. AD&D, which is the version most people play, now comprises ten rulebooks, costing about £12 each.

But you don't need to fork out £120 for the complete set straightaway. The essential books are the Player's Manual, which contains rules for all the character classes, descriptions of many hundreds of magic spells, and advice on equipment. The Monster Manual contains lists and rules of several hundred of the main monster, from trolls which regenerate as you thump them to the fearsome Bulette, a gigantic land-shark which tends to have dreadful effects on the physical well-being of the players should they be unlucky enough to meet one. The other essential volume is the Dungeon Master's Guide, which contains all the combat tables, lists of magic items and their properties, and most of the rules you'll ever need to work out what happens when the party tries to do something you hadn't thought of when you wrote the adventure.

On top of the books, you will also need plenty of dice: and not just ordinary ones. Six-sided dice are used a great deal, but you will also need four-sided, eight-sided, and twenty-sided dice, which can be used to generate a straight percentage from one to one hundred (some of those tables in the rules are BIG!). Oh yes, and I forgot my favourite, the twelve sided dice. You need those as well!

Contrary to popular belief, you do NOT need an enormous quantity of lead figures, representing all the monsters and players. Everything can be worked out with pen and paper if necessary, though it can be useful in a big, complicated fight to lay out some squared paper and put lead figures down to mark the positions so everybody can visualise what is going on more easily.

Some people also get a great deal of joy out of collecting lead miniatures and painting them with fanatical skill and precision; but you might just as easily use chess pieces or even old Monopoly markers.

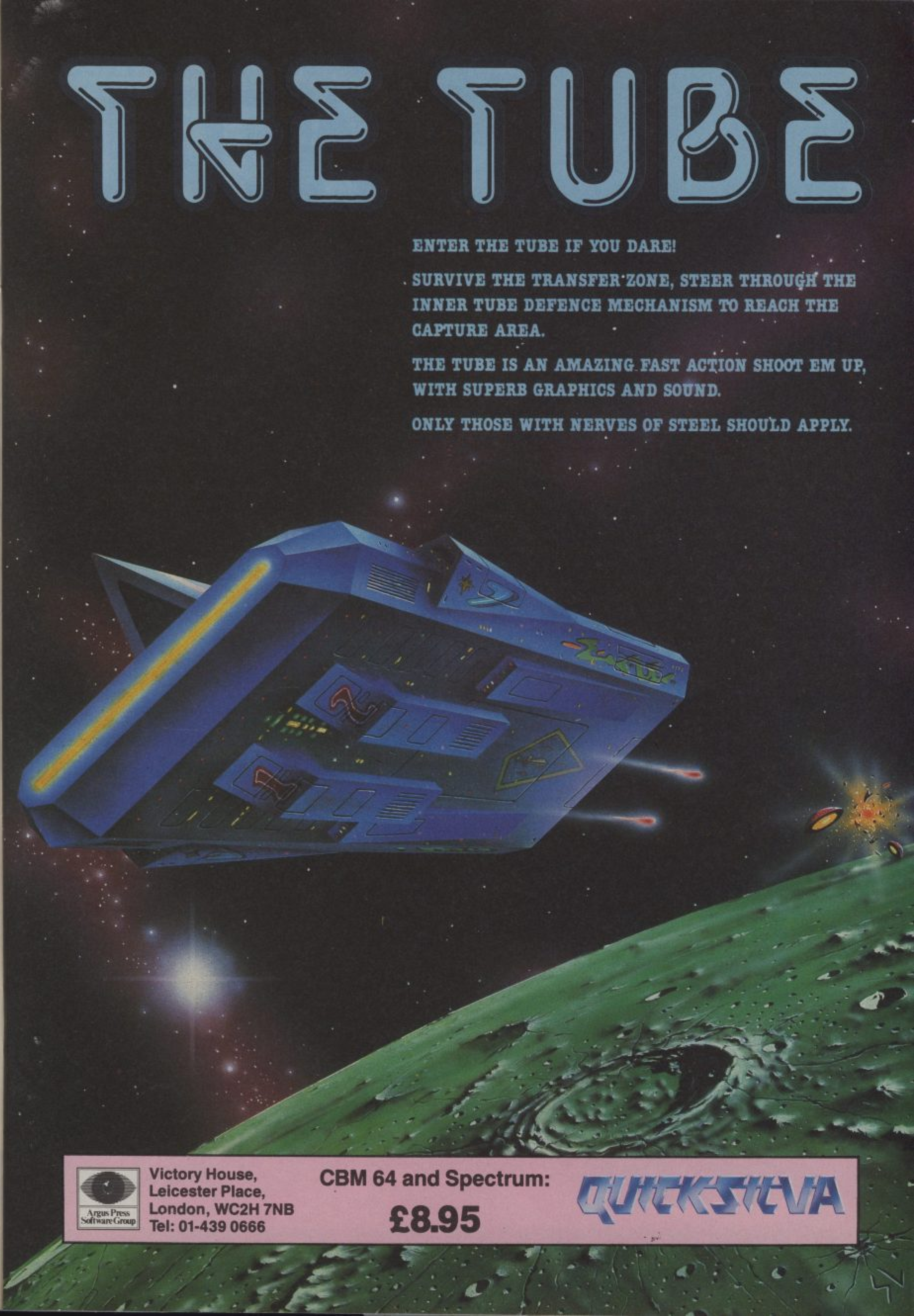
The drawback to AD&D is it's old. The magic system, which involves magicians learning a set number of spells in advance and forgetting them as they are cast, as if they were running out of ammunition, is generally regarded as weak while the fight system, which works on armour class, so that the more metal you have on your hide the harder it is to hit you, is also thought to be unsatisfactory these days.

On the other hand, there is so much detail in it, and some really wonderful wacky spells, that most players ignore the deficiencies and have fun anyway. The biggest single advantage is that the vast majority of role-players have played it, so if you are worried about finding people to play with, you are more likely to find an AD&D group than any other

More recent fantasy games include *Runequest*, which is set on the World of Glorantha and has a fine magic system based on different cults each with their own specialisations. It also has some rather weird ducks in it.

Warhamnmer is fast growing in popularity, and has now been reissued with a single fat rulebook at £14.95. Warhammer is very strongly based around fighting, and has superb system for simulating hand to hand combat.

Illustrations by Miles Teves for Skyrealms Publishing Incorporated.


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METAL HEROES

Role-playing games generally take place in a world of imagination — but you can make your warriors, wizards and warlocks come to life thanks to the amazing range of pre-cast miniatures available from gaming shops everywhere. But where did these little figures come from and just what do you have to do to make them look as good as the figures illustrating this article? Stewart Parkinson, author of *Heroes for Wargames*, lets you in on a few secrets.

Some time ago in the good ol' US of A two gaming fanatics, Gary Gygax and Brian Blume, published a series of books under the collective title *Dungeons and Dragons* and a cult was born. What was really different about *D&D* was that the action didn't take place on a board — everything came from the players own imagination.

Just think of a game of chess where instead of using a board and pieces the players simply describe their moves in words. You can imagine the difficulty the two creators had convincing the world that *D&D* was going to be *THE* new games craze!

Time has proved them right with the original *D&D* concept spawning hundreds of imitators. Now you can become a barbarian, a space traveller, a comic book hero — you name it.

A role-playing game is like a play in which the actors make up the script as they go along. Controlling the fantasy world is a referee or dungeon master who administers the rules and presents players with certain situations which they respond to — taking into account their various abilities.

Each player/character has different skills determined at the start of each game by the roll of a die. However, experience players can keep their characters and they grow in powers and abilities the more dungeons and venture into.

Strength, intelligence, speed, magical powers etc are represented by numbers dictated by the roll of the dice. Since they inhabit a fantasy world the players can take on the characteristics of heroic fighters, scrawny mages or sly thieves.

In the course of their adventures the players will encounter a variety of creatures, some fantastic some very ordinary, who may be good or evil. The players may find that these other inhabitants of the fantasy world are helpful or horrible!

More rules cover combat





situations — and the Dungeon Master again oversees the battles. In fact there are rules which cover almost every possible situation players may encounter during the course of a session in their fantasy land.

So what do figurines have to do with this world of the imagination? Although the games do take place in the mind, some referees began to use markers to represent the positioning of characters in relation to each other.

This helped for instance in combat situations, since it determined just who could see who, or if the Dragon could rip the dumb barbarian in half or was he possibly just out of range?

Although all that was needed were simple markers, these were not very attractive, and some people began making models of their favourite characters.

These proved so popular that professional toy soldier makers began taking an interest, and applying their talents to this new trade. The fantasy miniature figure business was born.

Although there had been a huge wave of interest in figurines there had only been sporadic attempts to explain what to do with them. A lot of people were drawn into the hobby simply through the miniatures themselves, since they were very collectable and attractive.

Artists had meanwhile discovered that figures were another medium in which to exercise their talents and the results, if well done, could be astounding.

Gradually, the magazines responded to this interest and began running features which included full colour photographs and, importantly, guidelines as to how the complete beginner could learn to use the painting and modelling techniques demonstrated.

A basic figure is generally twenty five millimetres high. The sculptor of the figure works from a concept sketch, so the idea of what he is trying to produce is fixed firmly in his mind. Then a wire skeleton is made and the bulk of the model is built up using a coarse putty. Once this is dry, a finer putty is used to add fine detail. The sculptor employs a wide range of instruments, from pencil tips to dentists' tools to create various effects.

What surprises the outsider is that the sculptors work in the same scale as the finished model.

Once the master figure is completed it is used to create rubber moulds. If one mistake is made then the likeness of that particular model is lost forever.

The figure is cast and sitting there in front of you. What next? Once cleaned of unwanted bits of metal, it may be painted.

There is a huge variety of possible types of paint to use, from artists oils through inks to acrylics.



Each has different properties and may give different and unique effects, but it is a safe bet for a beginner to use acrylic paints since they are water based, do not smell, dry quickly and give nice, bright colours while still being easy to mix.

As long as a potential painter has a good set of brushes, an adequate set of paints and sufficient time, then there is no reason why they cannot produce work of the quality shown in my book. As in everything else in life, the key to good results is time, practice and effort.

John Blanche is one of the top figure painters in the country, and works as Art Editor for Citadel Miniatures. This company is one of the oldest in the business and is now the largest fantasy figure producer in the world — they usually have around ten sculptors working full time, simply making master miniatures.

Several of John's figures were used to illustrate this article.

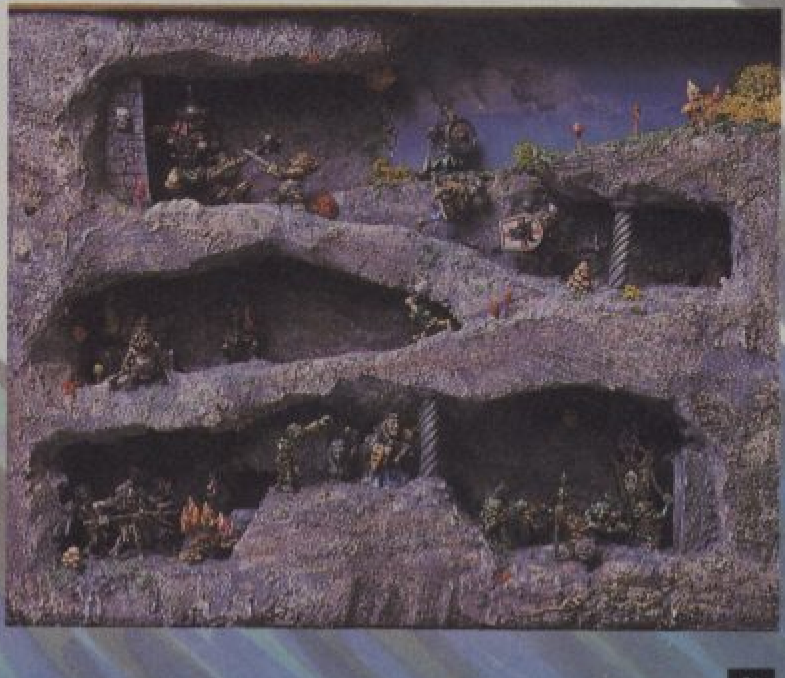
Figure painting is a rewarding hobby. It takes time, but the final product is very attractive, and certainly collectable. Any person wishing to try, even if it be simply to use figurines in role-playing games should certainly give it a go.

It is actually just as, if not more, enjoyable playing with a group of people than versus a computer. You certainly end up laughing more, and bouncing ideas off of each other.

And of course, if you want to paint figures, there is this absolutely amazing book that you can buy to help you. . .

● *Heroes for Wargames* by Stewart Parkinson is published by Paper Tiger Books, Dragons World Ltd, 19 Hereford Square, London SW7 4TS and costs £12.95 in hardback or £7.95 softback.





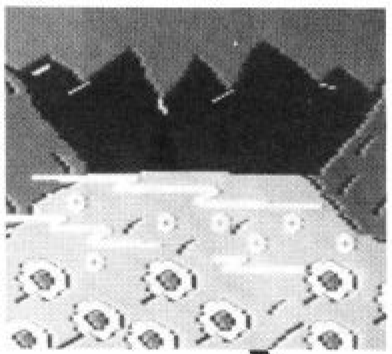
COMPETITION SHADOWS OF MORDOR

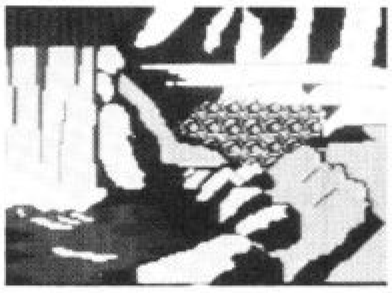
C+VG COMPETITION

A huge shadow is creeping across the land — bringing darkness and dread to adventurous souls everywhere! Yes, the Wizards of Oz are casting spells again and we want YOU to share in some of their magic. The second part of the Lord of the Rings adventure, *Shadows of Mordor* hits the streets at the same time as the creator of Middle Earth, Tolkein's 50th anniversary. And thanks to *Melbourne House* C+VG readers can join in the festivities by entering our magical *Shadows of Mordor Competition*. You could be one of 10 lucky winners of the *C+VG Hobbit Survival Kit* which comprises of a special *Shadows of Mordor* mug, great for refreshing cups of tea between adventure sessions, a Tolkien calendar to help you work out how long you've been playing the game AND a special *Shadows of Mordor* poster. All this could be yours IF you can answer the three simple Tolkien questions below. Fill in the coupon and rush it off to *Computer + Video Games*, Shadows of Mordor competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is June 16th and normal C+VG rules apply. Do it before the evil eye spots you!











C+VG SHADOWS OF MORDO COMPETITION

Name: ______________________

Address: ______________________

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My answers are:

1: ______________________

2: ______________________

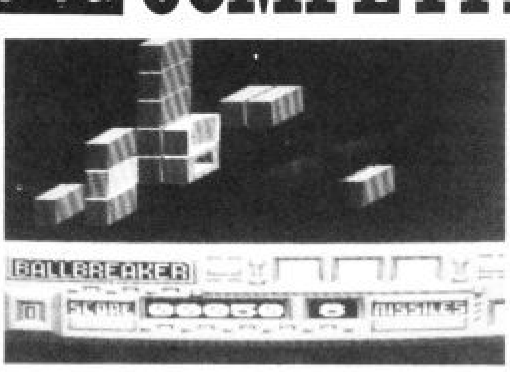
3: ______________________

●**1. Name the evil ruler of the Land of Mordor who seeks ultimate power.**
●**2. Name the four Hobbits who became members of the Fellowship of the Ring.**
●**3. Name the creature who features in both *The Hobbit* and *Lord of the Rings* who was the original owner of the One Ring.**

BALLBREAKER C+VG COMPETITION







Heads up Amsters! Here's a competition EXCLUSIVELY for YOU! **Ballbreaker** is an exciting 3D *Breakout*-style game from **CRL** and we've got 50, yes 50!, copies of this novel and addictive new release to GIVE away absolutely free to Amstrad owning *C+VG* readers throughout the universe. To get your hands on one of these hot little numbers all you have to do is answer our simple *Ballbreaker* quiz, rush your answers off to *Computer + Video Games*, Ballbreaker Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is June 16th and normal *C+VG* rules apply. Start the ball rolling and enter today!

C+VG/CRL BALLBREAKER QUIZ

1. How many balls do you find on a pool table?
2. How many balls are bowled in an over of cricket?
3. How many golf balls are there on the moon?

C+VG/CRL BALLBREAKER COMPETITION

Name: ______________________

Address: ______________________

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My answers are:

1: ______________________

2: ______________________

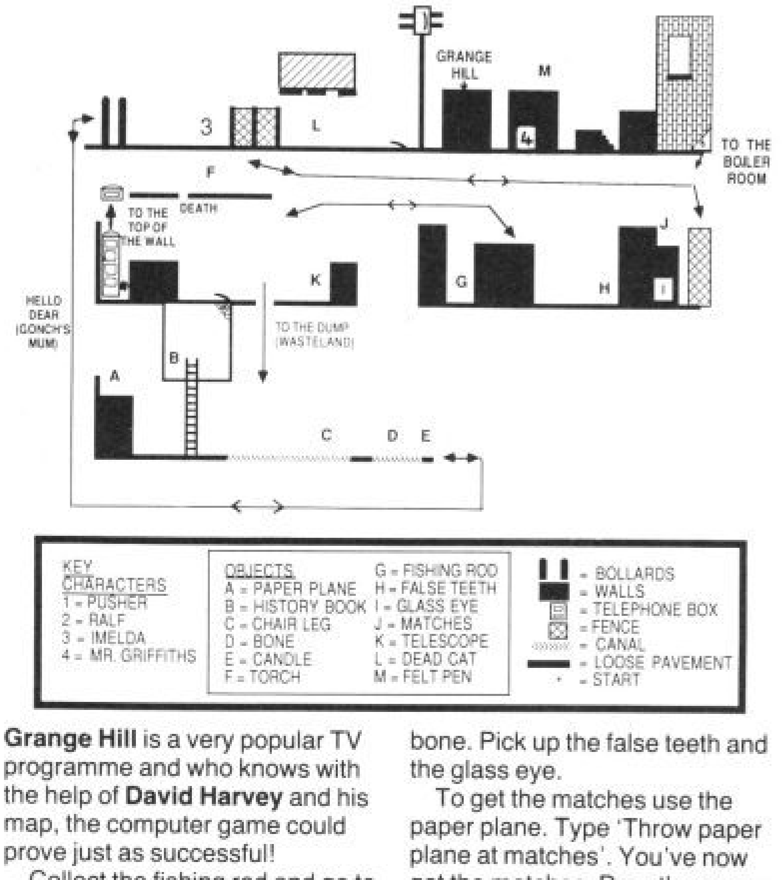
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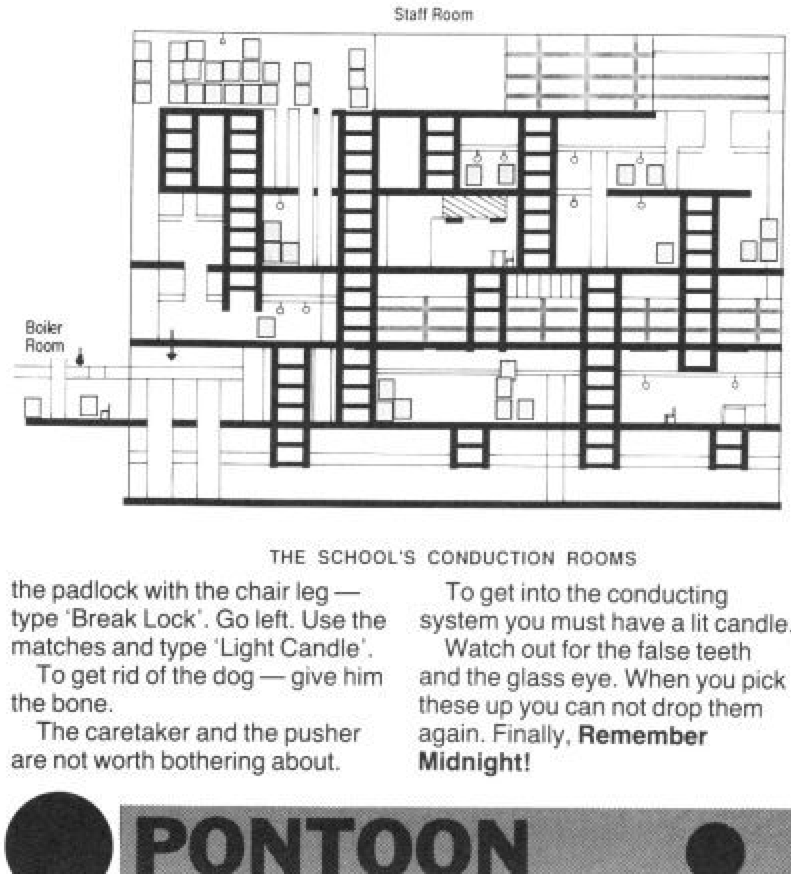
I.D.E.A.S CENTRAL



Well if you've quite finished looking at curvy Princess Maria on the front cover, put your eyes back in their sockets and spare a little attention for me — the one and only Melissa Ravenflame. Main hints and tips this month are for Grange Hill, Firelord and Short Circuit. Keep on sending your Pokes to IDEAS Central and don't forget to send in a photograph of yourself.

GRANGE HILL





THE SCHOOL'S CONDUCTION ROOMS

KEY

CHARACTERS	OBJECTS		
1 = PUSHER	A = PAPER PLANE	G = FISHING ROD	= BOLLARDS
2 = RALF	B = HISTORY BOOK	H = FALSE TEETH	= WALLS
3 = IMELDA	C = CHAIR LEG	I = GLASS EYE	= TELEPHONE BOX
4 = MR. GRIFFITHS	D = BONE	J = MATCHES	= FENCE
	E = CANDLE	K = TELESCOPE	= CANAL
	F = TORCH	L = DEAD CAT	= LOOSE PAVEMENT
		M = FELT PEN	= START

Grange Hill is a very popular TV programme and who knows with the help of **David Harvey** and his map, the computer game could prove just as successful!

Collect the fishing rod and go to the canal screen. Use the fishing rod. Type 'Get Bone'. Drop the fishing rod. Go left, pick up the chair leg, left twice, up the ladder and collect the history book.

Back down the ladder and left again. Use the history book — type 'stand on History Book'. Drop the book back on top of the wall and collect the torch.

To get past Ralf, give him the bone. Pick up the false teeth and the glass eye.

To get the matches use the paper plane. Type 'Throw paper plane at matches'. You've now got the matches. Drop the paper plane, climb over the fence.

You will now be on the other side, go right, pick up the dead cat, go left twice. Here you find your friend Imelda, the one you tripped at lunch time.

Now give her the dead cat (yuk!) go left, jump the bollards and collect the candle.

Go right nine times. You should be outside the boiler room. Break the padlock with the chair leg — type 'Break Lock'. Go left. Use the matches and type 'Light Candle'.

To get rid of the dog — give him the bone.

The caretaker and the pusher are not worth bothering about.

To get into the conducting system you must have a lit candle.

Watch out for the false teeth and the glass eye. When you pick these up you can not drop them again. Finally, **Remember Midnight!**

PONTOON

A problem has arisen with the **Pontoon** listing we printed in our February *Books of Games*. The programmer, **D. J. Bennett** has written in to say the program is in two parts and it is vital to LOAD and RUN the first part which reconfigures the memory and automatically LOADS the second. The first part of the program consists of this single line:—

```
10 POKE 4096, 0 : POKE 44, 16 :
POKE 631, 131 : POKE 198, 7 :
NEW
```

As you may have noticed C+VG hasn't printed many listings of late. How do you feel about it? Good or bad, happy or sad? Write to me if you still feel that they have a place in C+VG.

SHORTCIRCUIT SOLUTION

Ian O'Connor and **Carl Fudge** of Fife, Scotland bring you this complete solution to the Spectrum version of **Short Circuit!**
First of all LINK up with the terminal in room 2. Load in the following: — SEARCH + USE. Then SEARCH the DRAW UNIT and take the BLUE passcard.

From room two go to room 32. Use the BLUE passcard to open the locked door. Go through the door and use the passcard again.

Then go to room 34 and LINK up to the terminal and load: DROP. Drop the BLUE passcard on the work bench in this room.

Now go to room 22 and SEARCH the Spares box, robot and the desk.

Take the RED passcard from the desk. The LAZER SOFTWARE from the Robot and the JUMP HARDWARE from the spares box.

Go to room 25 and USE the RED passcard to open the door. Go through the door and USE the passcard again. The door will now stay open. Then go to room 47 and DROP the LAZER SOFTWARE and JUMP HARDWARE on the draw unit. DROP the RED passcard on the sofa.

Now head up to room five, and SEARCH the desk. Take the FILE KEY and go to room 42. USE the FILE KEY to open the locked file. DROP the KEY on the sofa then SEARCH the file and take the PINK passcard.

With the PINK passcard go to room five and open the locked door. Once inside the next room SEARCH the draw unit and you will find a DRAW KEY. Take this and head off to room 16. Open the draw unit and SEARCH it. Inside is a WHITE passcard. Take this and go to room 36.

DROP the DRAW KEY in the plant pot for future use. USE the PINK passcard to open the locked door (BUT BEWARE WHEN INSIDE THIS ROOM THERE IS AN ENEMY DROID!! SO GO IN AND EXIT VERY QUICKLY).

DROP the PINK passcard on the table for future use. With the WHITE passcard go to room 44.

USE the WHITE passcard to get through the door (You can only use this once). Once inside there is no turninn back! Go straight to room 36 because the DROID that was in 37 has moved to room 26. SEARCH the plant pot and take the DRAW key that you left earlier.

Go into room 37 and unlock the draw unit. Inside, this is a GREY passcard. Take this and drop the draw key. Exist this room and pick up the PINK passcard from the table.

Go down and use the GREY passcard on the door. Before you leave pick up the RED passcard and then exit the screen.

USE the RED passcard on the locked door. Now go in to room 49 and USE the RED passcard again to open the locked door. DROP the RED passcard somewhere in the next room. Continue to room 51 and open the locked door with the GREY passcard.

DROP the GREY passcard in the next room. Then go to room 29 and SEARCH the bin, you will find a HACKING DISK, take it and USE it on the terminal in room 50. Set the SECURITY MODE to SECMODE LOW (NO.2).

Keep the HACKING DISK and head off to room 47, SEARCH the draw unit, and take the LAZER SOFTWARE. Then head up to room 18 and drop the LAZER SOFTWARE on the sofa. Go back to room 47 and collect the JUMP HARDWARE. Then go back to room 18 and DROP the JUMP HARDWARE beside the LAZER SOFTWARE.

Go into room six and see if SECURITY DROID is there. If he is quickly come out of the room and wait one MINUTE IN GAME TIME, if he is not there follow the same procedure to go in to room seven. (It is best to do this safely procedure when entering rooms 6, 7, 52 + 62).

From room seven go to room 41.

USE the HACKING DISK in this room. Set the time for four mins from the time shown. DROP the HACKING DISK on the terminal.

Now proceed to room 38 and SEARCH the SPARES BOX. You will find a LAZER CIRCUIT, take this and go to room seven, remembering the SAFETY PROCEDURE. Go down to room 18 and pick up the LAZER SOFTWARE.

You should be carrying the following: — PINK PASSCARD, LAZER SOFTWARE and a LAZER CIRCUIT.

If you are carrying anything else, DROP them and make sure you have the above.

Now go to room 52 (Using the SAFETY PROCEDURE) and wait until the clock reaches the time you set the SERVICE DROID to appear. When the time is reached go up and follow the droid until room 58.

Go up into room 61 and DROP the LAZER SOFTWARE and LAZER CIRCUIT on the DRAW UNIT. Now go left into room 61 to check that a SECURITY DROID is there (You will have plenty of time to see as he is across the room). Go right to room 63 and SEARCH the terminal, and take the DRAW KEY.

Go straight to room 10 and open the, DRAW UNIT with the DRAW KEY.

USE the DRAW KEY to open the unit. SEARCH it and take the GOLD passcard. DROP the DRAW KEY and open the door using the GOLD passcard. Go through the door but leave the door closed because a DROID will appear in room 10 if left open. Go left in to room 11 and SEARCH the work bench. On it you will find a WHITE passcard. Take this and go to room 55.

Open the door in this room using the PINK passcard but do not go inside because when you reappear in this room there is a DROID. So leave room 55 and go down to room 12. USE the GOLD passcard to open the door. DROP the GOLD passcard and PINK passcard in room 10.

Now go up to room 61 and take the LAZER SOFTWARE and LAZER CIRCUIT from the DRAW UNIT. Then proceed into through 62 into 65 and DROP the LAZER CIRCUIT on the table.

Now leave the room the way you entered. You will now be in room 3 so head down to room 44 and through the door using the WHITE passcard. Go straight to room 18 and pick up the JUMP HARDWARE.

Follow the same procedure as the last time to get past the locked door in room 57 (using HACKING DISK to set time). Once in room 58 its straight to room 63 to pick up the LAZER SOFTWARE and JUMP HARDWARE.

Now all you have to do is walk through the EXIT door. Simple isn't it?

VIC 20 ● VIC 20

Here, as promised, are more pokes for the Vic-20 from **'The Werewolf' Davies.** Unfortunately, Mike didn't send a photo this time as his friends couldn't stand seeing his face in print again!

ROCKMAN

Rewind **Rockman** tape. Type in and RUN this program.
Data 169, 1, 170, 168, 32, 186, 255, 169, 0, 32, 189, 255, 32, 213, 255, 169, 8, 141, 169, 22.
Data 32, 168, 22, 169, 21, 133, 45, 169, 22, 133, 46, 32, 94, 198, 169, 0, 32, 213, 255
Data 169, 234, 141, 250, 17, 141, 251, 17, 76, 0, 20
Poke 36879, 8: Print" (CLR) Put Tape InDeck and Press Play, then (5 spaces) Press 'L'"
Poke 37148,0: Poke 198,0
Get A$:IFAS<>"L" Then 6
For A = 8000TO8049 : READ B : POKE A, B: NEXT A : SYS8000
● You MUST include the CLR screen in line 4!

FOURTH ENCOUNTER

Verify the loader and ignore the verifying error and Load" ", 1, 1. When loaded — Poke 4601,254 : Poke 13004,16 : Poke 9918,165. And Run.

Mike says he is saving up for an Amiga — could this be the end of the Vic-20 pokes from The Werewolf?

COMMODORE



If you are having problems killing Leanoric in **Feud**, just follow this tip from **Darren Cree** of Co. Down.

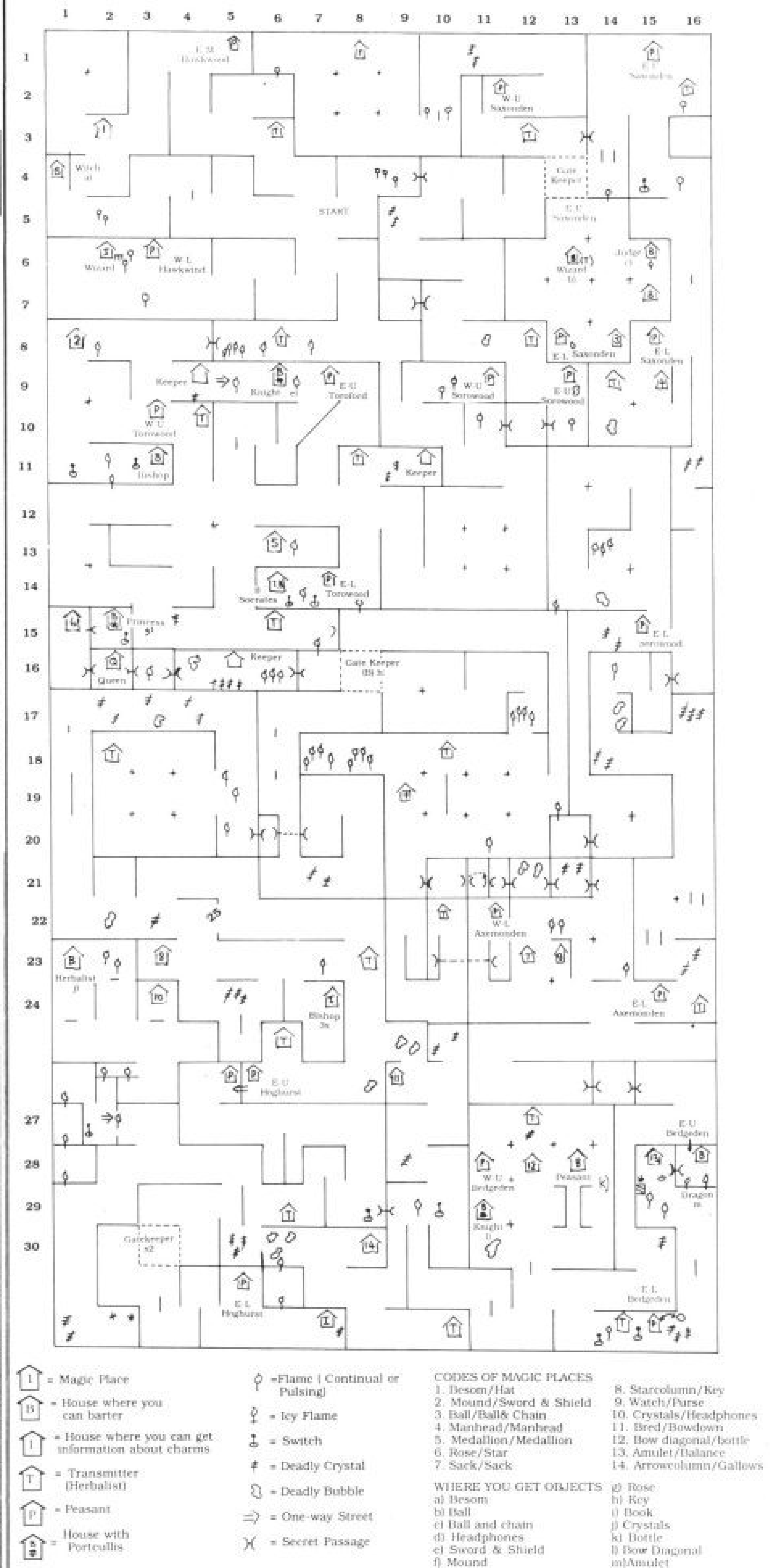
First get the bones and devilsbit and then go back to the cauldron and mix the zombie spell.

Then go to a place where a farmer is walking about and cast the zombie spell on him and the farmer will turn into a zombie.

Walk out and then back into the screen and as you enter the zombies turn back to farmers and Leanoric's energy is depleted.

Darren McCafferty of Coventry has sent in this easy tip for the C64 version of **ACE.** After you take off head due north and climb up to 70,000 feet. At this height the plane will not respond to the controls very well. As it slowly goes into a nose dive go for full thrust. When your velocity is about 1800 and your height 35,000ft, lower your thrust quickly to nothing. You should out run enemy fighters.

FIRELORD ● FIRELORD ● FIRELORD



Here is a detailed map drawn by **Battlelord Chelev and Battledroid Baljøhor** of Norway. The map doesn't show the landscape — only the important objects and the possible directions are drawn. Places mapped as houses can also be caves.

It can be totally frustrating if you loose your enchanted crystal without carrying another object with you.

Although there are several crystals located in the kingdom and the watch and purse can also be found on the street, it will be very hard to get to these objects since herbalists don't offer their transmitter-service and gate-keepers won't let you pass through, if you haven't got a thing to barter with.

You will find the enchanted crystals in various locations. Be careful when you pick up an object lying on the street. It may be exchanged with an object you are carrying.

Just walk over the object you lost to pick it up again. Remember you can only carry four objects.

Charms are also objects but you can't barter with them.

There are four people who can give your information about the charm. Each person only has knowledge about one charm. These are:

- Wizard — location 2-6 — hat charm.
- Socrates — location 6-14 — Hanshead charm.
- Bishop — location 7-24 — Starcolumn charm.
- Socrates — location 7-32 — bow diagonal charm.

The bishop needs three objects or he won't offer his info-service.

Socrates (7-32) can only be reached via the Gatekeeper. Both need two objects for their service.

Remember that you need enough bartering power and two objects after getting information from Socrates if you want to go through the gate-keepers house.

Only other exit is through two flames.

The area near magic place three is very interesting because the column-charm and the corresponding barter object can be found there.

Make sure you have enough bartering power to leave this area via the transmitter or gatekeeper.

There is also an icy flame in front of one exit. You can take this way if you wish to risk your life.

You can get all services the princess offers without worrying about the direction she looks at.

If the flame at location 516-14 won't turn to a pulsating flame after using the switch go into the peasants hut and out again immediately. The flame should now be okay and you can reach Socrates to gain information.

The three deadly crystals at location 15, 16, and 32 can be avoided by going through the peasants hut. Usually you are not forced to use a way where deadly crystals patrol.

Think of what you are doing when you trade the four charms for the Firestone to the queen. Although the land will be free of the curse provided the dragon has its stone back, an evil queen possessing eternal youth is NO fun. Just look at Mrs T!

That's your lot. Thanks to Battledroid Baljohr and Battlelord Cheleu — whoever you may be!

AMIGA ● AMIGA

Hot off the Amiga from our very own **Chris Cain** comes these tips for **Defender of the Crown.**

When the player option screen appears, and you have to make a choice of character, select :e character that will suit your tastes.

Wilfred of Ivanhoe is about the best. He has good leadership and jousting skills, but his sword-fighting is only average. This usually means that he doesn't do too well in the love stakes.

Geoffrey Longsword is also a good character. He has strong swordplay, which means that you should be able to get the fair maiden, no problem. But although he is a superstud, it doesn't help him too much in the jousts, and he will usually lose. When you have to joust, always joust for fame.

Cedric of Rotherwood is a very strong leader, and his men follow him without question. But he isn't a very nice character, as he lacks any real skill with the sword.

Wolfric the Wild is a very good jouster, and can easily win land from the most formidable of foes. He leads his men quite well, and is not that bad with a sword either. He can win the fair maidens hand, but it will take considerable skill on your part.

Each character CAN win — but Cedric and Wolfric find it the hardest.

Always leave at least 20 men to guard your home castle, unless you are at the top end of the map. In this case, you can attack the nearest castles, and take all of your men into the campaign army.


EAGLES

ST SPECIAL



FREE 16 PAGE ST PULLOUT
ST GAMES UP GRABS
EXCLUSIVE STAR TREK INTERVIEW

final frontier...

C+VG's roving 16 bit reporter David Bishop caught up with two of the *Star Trek* team on their way to a well earned break in Ursar Minor (past the spiral nebula and left at the lights)

CAPTAIN BISH'S LOG, STARDATE 2.2.86 . . . Just heard that Beyond has decided to go where no other software house has dared go before. It's gonna be risky but they've decided to beam down to New York in an attempt to capture the rights to Star Trek. Message ends . . .

CAPTAIN BISH'S LOG, STARDATE 15.5.87 . . . 15 months of Earthtime has elapsed and it's almost ready. This could be my last entry but it is my sworn mission to boldly investigate what mysteries lie shrouded in that corner of the galaxy known as Merseyside, from whence, if intercepted Klingon despatches can be believed, the game known as *Star Trek* may have emanated . . . civilisation as we know it may never be the same again. Message ends . . . again!

A long time ago in a galaxy far, far away, well New York actually, publishers Simon and Schuster obtained a license from Paramount Films, giving them world-wide software rights to *Star Trek*. S & S then proceeded to release two text adventures entitled *The Kobiashi Alternative* and *The Prometheus Prophecy*. Despite slow response times, both games did reasonably well in the States due mainly to the *Star Trek* name.

Enter Beyond, in the person of one Francis Lee who, in February of last year, obtained a sub-license enabling Beyond to produce a *Star Trek* game of their own. The deal gave S & S the rights to publish Beyond's game in the States so a design with a global appeal was of 'paramount' importance.

Having secured the deal, and no doubt feeling very pleased with himself, Francis set about forming the "ultimate" development and programming team.

First on the list was Mike "*Lords of Midnight*" Singleton, who would be responsible for the game's design. Next came Steven Denton, ex of Denton Designs and, more recently, Canvas.

Steve's main task was to create all the graphics for the game. The final piece, in this decidedly upper class development jigsaw, was to be "Kenny" Everett, another erstwhile Denton dignitary.

Steve remembers some of the trials and tribulations of the "early days" of the project . . . "The idea of working on someone else's spec wasn't so appealing as we always preferred to design our own thing. But other considerations persuaded us to get involved in the project."

The game was to be based on the TV series and not *Star Trek IV*, which was due for release in the States in September. All the team watched a number of tapes to get the feel of what went on in a typical episode, including what functions were performed by whom.

"As to the story-line, we were given a fairly free creative hand. One understandable restriction, placed on us by Paramount, was that none of the characters were allowed to die."

"The first stage was to get the design accepted by S & S and Paramount" said Kenny. "Mike came up with this game system known as multi-vision in which the player would have a suite of monitors with which he could make and record his one TV programme.

Each of the small screens, to the right and below the main one, would be windows showing the animated actions surrounding each of the game's main characters".

Steve takes up the story: "Unfortunately, the spec was really only a set of ideas revolving around the multi-vision concept, together with reams of planet data gleaned from Starfleet technical manuals. The design was too woolly and too gross which is why it ended up evolving as it went along."

The other problem that became apparent at this stage was the time lag between submitting something to the States and getting a response.

"It was almost three months before we had the official go ahead. Unfortunately the planned deadline for completion didn't slip by the same margin, so all the time we were waiting for an answer the pressure on us was already starting to build."

Finally word filtered back from the States. Paramount loved the multi-vision idea and had given the green light. Meanwhile, back in Liverpool, the team had decided to start preparatory work on the project in anticipation of the design's acceptance. It was about now that the first major problem occurred.

Kenny takes up the story. "It became apparent that it would be impossible to implement multi-vision, excellent concept though it was, in the form in which it had been presented in the spec.

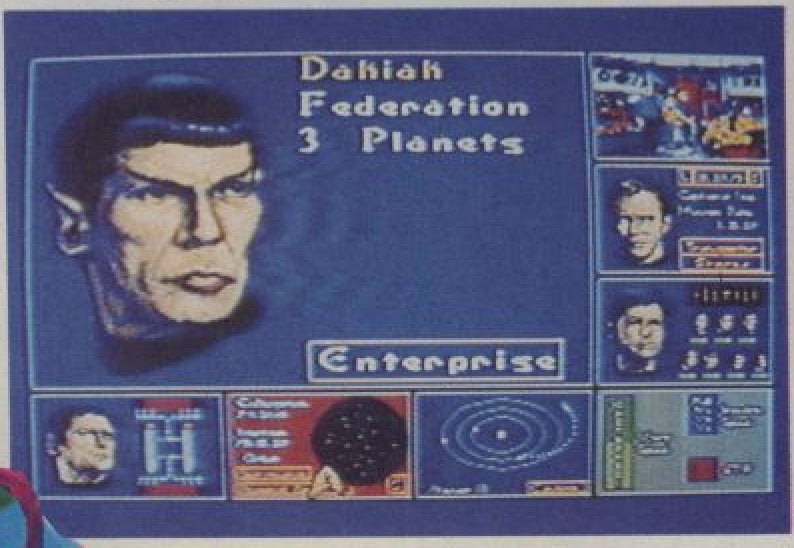
"The team were now faced with a dilemma. The game had been sold to the States no doubt partially on the strength of multi-vision. So Multi-vision couldn't just be binned.

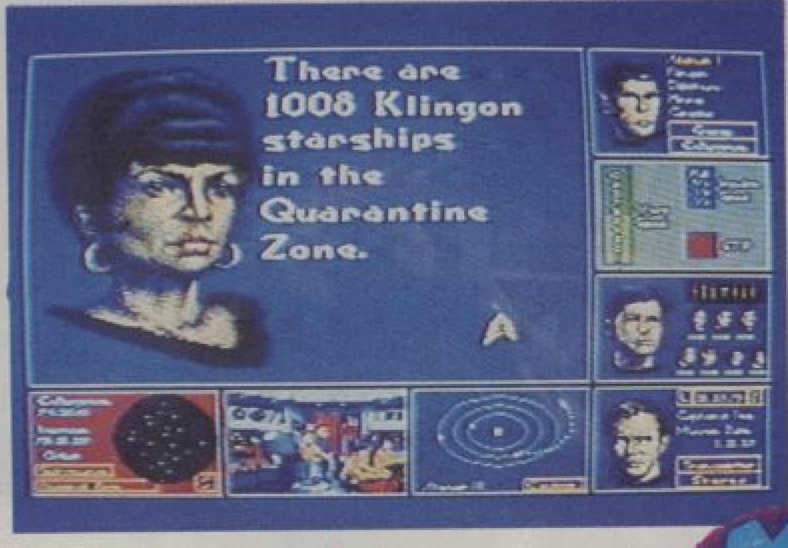
"Morale in the team was pretty low by now. Anyway we sat down one afternoon and massaged the design into a much more tangible and progammable form. At least now we had something concrete to aim at."

"The game was still going to have to exist within a pseudo-multi-vision framework because that's what had been promised. The idea of having animation in each of the sub-screens was quickly dropped although the screens themselves remained. They would now only show a 'still' representing that character and the functions he'd perform in the game".

At last, Steve was able to launch himself into the creation of the game's graphics.

"I had two main sources for references; five *Star Trek* photo novels, and an Airfix model of the Enterprise. Kenny digitised the model out on his back lawn because it was the only place with the right light.





Consequently our early versions of the Enterprise came complete with blades of grass and ants crawling all over the hull!"

A measure of Cain's talent can be seen when you realise that all the graphics, appearing in the final game, were hand drawn.

"I did seven portraits in pencil. The one of the bridge alone took two weeks! Kenny then videoed them at an angle of 45 degrees! The problem was that, at the time, we only had a digitising system which worked on the American NTSC system. Over there the screen is about 20 per cent taller so Kenny filmed at an angle in order to foreshorten the digitised images of my drawings so that they'd fit on an English screen."

"The digitiser really was archaic," recalls Kenny. "It was supposed to deliver an image with 16 grey scale levels. What we ended up with was essentially black and white dumps that Steve used for reference."

Steve set about meticulously building up each colour screen, using the dumps as a guideline.

"I did navigation first. Consequently it had the most time, energy, and enthusiasm lavished upon it. As a result, I think the navigation screen is one of the best in the game."

While all this was going on, Kenny was busily coding the game itself. But wasn't he worried by the fact that the powers that be in the States might want large chunks of the game rewritten or changed?

"I looked at what had to be done, prioritised the tasks, and did them."

In the event, neither Paramount nor S & S objected to anything major in the progress disks that were continually being sent across the Atlantic for approval. In retrospect, the team can look back on this fact with pleasure and pride. But, at the time, they had now way of knowing whether versions would be approved or not.

"The problem was that there were gaps of weeks, sometimes even months, before we heard back from the States. Working in an environment of uncertainty like that wasn't easy. When comments did finally arrive, they were concerned with tiny, almost insignificant, things like adding a full stop to the end of a specific internal text message!"

The problems involved with dealing with an overseas licensor combined with the various hiccups that he dogged the games early creative evolution, resulted in a number of completion deadlines coming and going with no apparent end in sight. Even as late as the PCW show last September, the game was scheduled for a Christmas release.

But now, at last, this mammoth project is all but complete. So what do Steve and Kenny think of their handy-work?

"I'm proud of the result," Steve enthused (and justifiably so). "I think the graphics work well for the game."

Kenny, in more subdued mood commented: "It's a huge game, 510K, and it works!"

At the time of writing Firebird were waiting for approval of the 'final final' version before announcing specific release dates. It is to be hoped that America's last word on the subject comes quicker than some of their earlier replies, and is a resounding 'Yes!'

► SUPPLIER: BEYOND/FIREBIRD
► PRICE: £24.95
► MACHINE: ATARI 520/1040 ST/STM/STFM (SOON FOR SPECTRUM, AMSTRAD, C64)

The Federation had a problem, a big problem. So big, in fact, it occupied a whole section of space . . . the final front . . . oh shut up!

Well it seems that, between them, the Romulons and the Klingons, although mortal enemies, had stirred things up pretty bad, causing any self-respecting planet worth its phasers to rebel.

Things had got to the stage where there was only one course of action left open to Starfleet command . . . The Quarantine Sphere . . . gasp! . . . shock! . . . etc. The Quarantine Sphere (QS) is the galactic equivalent of turning your back on a problem and hoping it'll go away.

An area of space is ungovernable — so cordon it off. At least you stop the spread of the Klingon and Romulon disease to neighbouring sectors of the galaxy. The problem is that the QS imprisons many loyal Federation plants at the same time.

The Enterprise was inside the QS when it was switched on, which is just as well because your mission, Jim, should you decide to accept it, is to sort out the mess!

The screen is divided into one main section and seven mini-screens each showing either characters from the series or sub-menus used during the game. To begin with the main section contains an impressive picture of the bridge with all your old favourites from the TV series, namely, Kirk, Spock, Sulu, McCoy, Scotty, Chekov and Uhuru.

By clicking on any of the above, or on their mini-screen, a larger and more detailed version of their picture will appear in the main section and a scaled down version of the bridge graphic is shunted into one of the mini-screens.

As in the TV series, each crew member has his, or her, own speciality. When an expanded version of that character's screen appears in the main section, it will also contain icons or graphics specific to that person's activities.

To plot a course to another star system you'll need to go to the Star-globe, a spherical three-dimensional rotating map where even the stars get brighter and dimmer as they spin round. By clicking on any star in the map, you can find out its co-ordinates within the sphere and how many light years away it is.

Having decided on your next destination, you can set up to warp factor ten using another of Sulu's sub-screens.

Once in orbit around a star you can use another of Sulu's sub-screens to plot a course to any of the system's planets. Each time you pick a planet, a line will be plotted from the Enterprises's current position to the new planet, showing the path that the ship would take to get there.

You will be able to beam down onto some planets and not others. When in orbit around the former, Kirk's screen will have a transporter icon which, if clicked, will bring up the transporter screen. Here, you can assemble a team of up to six people kitting them out with anything you may have in the stores.

Having beamed down, you will be confronted with various wire frame graphics depicting objects, droids, etc. that are in your path.

You can click on any of your landing party to ask their advice as to what action would be most appropriate in the given circumstances. Each member put their case in keeping with his or her speciality and character.

If anyone gets injured while on the planet's surface, he will be confined to the sick bay until fully restored, at which point you can use his screen again or take him down to another planet.

Of course no *Star Trek* game would be complete without a sizeable helping of "battle-stations", and this game certainly delivers, especially if you have a habit of warping to the wrong place at the wrong time!

Unfortunately, there isn't enough room here to go into all aspects of the game, it's neat touches, the obvious attention to detail, and the hundreds of sub-plots. If you're into strategy/adventure games with great graphics, digitised speech, a huge and flexible playing environment, or just happen to be trekky, then this one's for you.

► GRAPHICS	10
► SOUND	10
► VALUE	10
► PLAYABILITY	9





Inside STory.

Since Jack Tramiel purchased Atari from Warner Bros, a couple of years ago, there has been a dramatic turnaround in the company's fortunes from an ailing and unwieldly computer has-been to a tightly run and profitable organisation, once again turning industry heads!

A combination of cheap, powerful computers aggressively marketed, has servied to put Atari well and truly back on the world map. On the domestic front, since the arrival of Bob Gleadow to the number one slot, there has been a shift in emphasis towards an ST range for home and entertainment use as well as for more serious business applications.

The very fact that you're reading an article which forms part of C+VG's Atari Special is tangible proof that developers of entertainment software are taking the ST seriously. In fact some 15 new releases didn't find their way into the review section this month through sheer lack of space!

To mark C+VG's first ST pull-out, we sent David Bishop, our regular ST games reviewer, along to Atari house for an informal chat with Bob Katz and Roland Whitehouse who between them are responsible for software acquistion, development, and marketing support.

One of the first things that all fun-loving ST owners will be dying to know is when they'll be able to get their sweaty hands on the likes of Star Raiders and Joust, not to mention Atari's other arcade titles?

RW — "You won't have to wait much longer. In fact I can tell you that we're planning a three phase release covering seven titles. Phase one sees the release of a vastly upgraded version of *Neochrome*, together with *Joust* and *Star Raiders* which should be available now.

"Phase two will include Battlezone and *Crystal Castles*, and *Robotron* and *Millepede* will appear in phase three."

What other software releases can we expect to see for Atari this year?

BK — "We hope to be launching a range of UK sourced software at the PCW show. These titles will be for both 8 and 16 bit machines and even the VCS games consle.

So does this mean that you're resurrecting Atarisoft?

BK — "Oh very much so. We're concentrating on sourcing and developing titles for all Atari machines. In the past, potential programmers, or game designers may have been put off from coming direct to a hardware manufacturer for fear their title might get lost or forgotten amongst so many other hardware or software launches.

"We want to dispell this fear and would actively encourage software developers to come and talk to us."

Apart from sourcing your own projects, what are you doing to encourage the development of third party software?

RW — "We keep in close touch with almost every software house that's actively producing Atari product. We may be able to help them with extra technical documentation, or early viewing or acquisition of new hardware, and we can certainly keep them bang up to date with our future plans.

"We can help by giving them a stage from which they can show their titles to the public, hence the arcade area at the recent Atari show where we booked some space purely to let third party developers show off their wares."

Do you see Atari getting into cooperative marketing and joint promotions?

BK — "Apart from looking at bundling leaflets or even software with new hardware releases, we are also launching an Ad campaign showing an ST together with a number of screen shots of third party software."

When can we expect to see the blitter, and what types of software will it speed up?

BK — "Wherever a program uses 'line A' instructions, that's those involved with the movement of graphics primitives, gem windows etc. It's important to remember that many games aren't written in a Gem environment and these will not be affected by the blitter."

When will the blitter be available?

"Sometime in the summer."

There have been few compatibility problems between the various ST models due to minor internal differences. Have these been sorted out?

RW — "We have set up a test department here, to pick up anything like that long before it hits the streets. We are asking all developers of ST titles to send us two copies of everything they release. One copy goes into our demo library, where it stays. Library copies aren't even loaned out to employees, in fact they don't move from that room.

"The second copy goes to our test area, where it is tried out on every conceivable ST configuaration to check it performs correctly on each. Obviously the quicker we can get hold of third party titles, the better.

We've heard alot about the new Mega STs. What are the main differences fromthe 520/1040s?

BK — "Interestingly enough, many of the changes made for the Mega's area as a direct result of comments and questions from users. Things like the battery clock, the new position of the jockstick ports (at the back), and the detachable keyboard, all came about this way. Of course the Blitter will be fitted as standard in the new machines. You will be able to switch it in or out from desktop."

TECHNOLOGY SO ADVANCED ...



MEMORY
* 512Kbytes RAM (520ST-M, FM)
* 1024Kbytes RAM (1040ST-F)
* 192Kbytes ROM
* 128Kbytes external plug-in ROM option

ARCHITECTURE
* Motorola 68000 Central Processing Unit (CPU) with a clock speed of 8MHz
* 16-bit external data bus
* 32-bit internal data bus
* 24-bit address bus
* 8×32-bit data & address registers
* 7 levels of interrupts
* 56 instructions
* 14 addressing modes
* 5 data types
* DMA (Direct Memory Access)
* real time clock as standard

GRAPHICS
* full bit-mapped display
* palette of 512 colours

Using Atari Monitors (on 520 & 1040):
* 640×400 high resolution - monochrome
* 640×200 medium resolution - 4 colours
* 320×200 low resolution - 16 colours
* 80 column text display (40 col low res)

Using Domestic TV (on 520):
* 640×200 medium resolution - 4 colours
* 320×200 low resolution - 16 colours
* 40 columns × 25 line text display

SOUND AND MUSIC
* 3 programmable sound channels
* frequency programmable 30Hz - 125KHz
* programmable volume
* wave & dynamic envelope shaping
* programmable attack, decay, sustain, release
* Musical Instrument Digital Interface (MIDI)
* MIDI allows connection of synthesisers etc.

MOUSE
* high precision
* 2 button control
* free with 520ST-FM/1040ST-F
* non slip ball motion sensor
* removable ball for easy cleaning

STANDARD SOFTWARE
* GEM desktop + TOS operating system
* ST BASIC interpreter/language system

INPUT/OUTPUT
* MIDI out .... (5 pin DIN) 31.25K baud
* MIDI in .... (5 pin DIN) 31.25K baud
* audio out ... 1.0V DC peak to peak, 10K ohm
* audio in ...... 1.0V DC peak to peak, 10K ohm
* RGB monitor .... 1.0V DC, 75 ohm
* mono monitor .... 1.0V DC, 75 ohm
* mono horizontal scan rate 35.7KHz
* mono vertical scan rate 71.2KHz
* sync .... 5V DC (active low) 3.3K ohm
* modem/serial ...... RS232C, 50 to 19,200 baud
* floppy disk .... 250 Kbits/s
* hard disk .... 11.3 Mbits/s
* mouse .... standard Atari connector
* joystick .... standard Atari connector
* cartridge port .... 128K capacity
* RF output (520ST-FM) .... for TV use

OPERATING SYSTEM
* TOS with GEM environment in ROM
* hierarchical file structure with sub-directories and path names
* user interface via GEM, with self explanatory command functions
* multiple windows + icons
* window resizing, re-positioning and erasing
* drop down menus (selected by mouse)
* GEM virtual device interface

COMMUNICATIONS
* RS-232C serial modem port
* 8-bit parallel printer port
* MIDI port (also for networking use)
* VT52 terminal emulation

KEYBOARD
* standard QWERTY typewriter format
* 95 full stroke keys
* 10 function keys
* 18 key numeric keypad + cursor keys
* variable auto-repeat & key click response
* keyboard processor reduces CPU overhead

... IT'S AFFORDABLE

ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 4 retail outlets at Sidcup, Orpington, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £5 million and in excess of 70 staff, we provide unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

** BASIC Language Disk * BASIC Manual * ST Owners Manual * TOS/GEM on ROM*

If you buy your ST from Silica Shop, you will also receive:

** NEOchrome - colour graphics program * 1st Word - Word Processor*

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of five full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA.**

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you fully up to date with what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any programming or technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. The information service is available **ONLY FROM SILICA**.

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight METRO courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No1 Atari Specialist.

SIDCUP (& Mail Order) **01-309 1111**
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON **01-580 4839**
Lion House (1st floor), 227 Tottenham Court Rd, London, W1

LONDON .... **01-629 1234 ext 3677**
Selfridges (1st floor), Oxford Street, London, W1A 1AB

520ST-M

The affordability of Atari computers is reflected in the price of the 520ST-M keyboard, which is a mere £259 (inc VAT). This version of the ST comes with 512K RAM, as well as a modulator and lead for direct connection to any domestic TV. The price does not include a mouse. In addition, when you buy your 520ST-M from Silica, you will also receive the FREE Silica 'ST Starter Kit'. During 1987, many software houses will be producing games software on ROM cartridges, which will plug directly into the cartridge slot on the 520ST-M keyboard, giving instant loading without the expense of purchasing a disk drive. With the enormous power of the ST, you can expect some excellent titles to be produced, making this the ultimate games machine! If your requirement is for a terminal, then the 520ST-M can fulfill this role too. Leads are available to connect the ST to a variety of monitors, and with the imminent introduction of terminal software on ROM cartridge, the ST provides a low price terminal for business use. If you wish to take advantage of the massive range of disk software available for the ST range, you will need to purchase a disk drive. Atari have two floppy disk drives available, a ½ Mbyte model £149 and a 1Mbyte model £199. Full details of these drives, as well as the Atari 20Mbyte hard disk are available on request. If required at a later date, the mouse may be purchased separately.

£259

520ST-FM

The 520ST-FM with 512K RAM and free mouse, represents a further breakthrough by Atari Corporation in the world of high power, low cost personal computing. This model is the latest addition to the ST family, and is not only powerful, but compact. It is priced at only £399 (inc VAT) a level which brings it within the reach of a whole new generation of computer enthusiasts. When purchased from us, it comes with the FREE Silica 'ST Starter Kit' see paragraph on the left. To make the 520ST-FM ready for use straight away, Atari have built into the keyboard a ½ megabyte disk drive for information storage and retrieval, allowing you easy access to the massive range of disk based software which is available for the ST. This new computer comes with all the correct cables and connections you will need to plug it straight into any standard domestic television set. You do not therefore have to purchase an Atari monitor. If you do require a monitor however, these are available with the 520ST in the following money saving packages:

520ST-FM Keyboard Without Monitor	- **£399** *(inc VAT)*
520ST-FM Keyboard + High res mono monitor	- **£499** *(inc VAT)*
520ST-FM Keyboard + Low res colour monitor	- **£599** *(inc VAT)*
520ST-FM Keyboard + Med res colour monitor	- **£699** *(inc VAT)*

Because the 520ST-FM has its own power transformer built into the keyboard, there are no messy external adaptors to clutter up your desk space. You are left with only one mains lead, serving both the disk drive and the computer. You couldn't ask for a more stylish and compact unit.

£399

1040ST-F

For the businessman and the more serious home user, Atari have their most powerful model, the 1040ST-F with 1028K RAM. This low cost powerhouse can be introduced into a business environment as a stand-alone system, or can support a mainframe computer as a terminal. The 1040ST-F not only features twice as much memory as the 520ST-FM, but also includes a more powerful built-in disk drive. The drive featured on the 1040ST-F is a one megabyte double sided model. The extra memory facility of the 1040ST-F makes it ideal for applications such as large databases or spreadsheets. Like the 520ST-FM, the 1040ST-F has a mains transformer built into the console to give a compact and stylish unit with only one mains lead. The 1040ST-F is also supplied from Silica Shop with a free software package and 'ST STARTER KIT'. In the USA, the 1040ST-F has been sold with a TV modulator like the 520ST-FM. However, for the UK market, Atari are manufacturing the 1040ST-F solely with business use in mind and it does not currently include an RF modulator, this means that you cannot use it with a domestic TV (Silica Shop do offer a modulator upgrade for only £49). The 1040ST-F keyboard costs only £599 (inc VAT) and, unless a modulator upgrade is fitted, will require an Atari or third party monitor. There are three Atari monitors available and the prices for the 1040 with these monitors are as follows:

1040ST-F Keyboard Without Monitor	- **£599** *(inc VAT)*
1040ST-F Keyboard + High res mono monitor	- **£699** *(inc VAT)*
1040ST-F Keyboard + Low res col monitor	- **£799** *(inc VAT)*
1040ST-F Keyboard + Med res col monitor	- **£899** *(inc VAT)*

The 1040ST-F comes with a mouse controller and includes 1Mbyte of RAM. It has a 1Mbyte double sided disk drive and mains transformer, both built into the keyboard to give a compact and stylish unit, with only one mains lead.

£599

ATARI ST

To: Silica Shop Ltd, Dept CVG 0687, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

.... Postcode: ....

Do you already own a computer
If so, which one do you own? ....

St Checklist

CURRENT LIST OF ATARI ST GAMES

ACTIVISION

Jane Chalmers. 23 Pond St., Hampstead NW3 2PN: 01-431-1101

Hacker II	: str
Shanghai	: card (Feb 86)
Music studio	: music
Wishbringer	: adv
Moonmist	: adv
Trinity	: adv (Feb 86)
Ballyhoo	: adv
Ch. Basketball	: sport
Ch. Baseball	: sport*
Ch. Football	: sport*
Ch. Wrestling	: sport*
Ch. Golf	: sport*
The Last Ninja	: arc*
Portal	: adv*
Enduro racer	: arc*
Quartet	: arc/adv*
Tas Times	: adv (g)
Paintworks	: graphics
L. C. People	: (Jan 86)
A Mind Forever Voyaging	: adv (Aug 85)
Leather Godesses	: adv (Jan 86)
Mindshadow	: adv (Aug 85)
Borrowed Time	: adv (g) (Aug 85)
Cutthroats	: adv
Deadline	: adv
Enchanter	: adv
Hitchhikers	: adv
Infidel	: adv
Planetfall	: adv
Seastalker	: adv
Sorcerer	: adv
Spellbreaker	: adv
Starcross	: adv
Suspect	: adv
Suspended	: adv
Witness	: adv
Zork I, II, and III	: adv
Beaurocracy	: adv
Hollywood Hijinx	: adv

Activision has the largest catalogue of ST Games of any company largely due to their ownership of Infocom, all of whose titles have been converted since the ST's launch.

Activision also firmly believe in the ST's future and have put their product where their mouth is by converting a considerable number of their 8 bit portfolio. Ones to look out for in the second half of 1987 are Portal, an adventure game with a difference, Enduro Racer (converted from the arcade game of the same name), and Quartet.

ADDICTIVE/PRISM LEISURE

10 Albert Road, Bournemouth, Dorset BH1 1BZ. Tel: 0202-296404

Football Manager	: sport*

ANCO

Karen Graham. 35 West Hill, Darford, Kent DA1 2EL: 0322-93513/8

Bridge 4.0	: card
Compubridge	: card
Tee-up	: sport
Peggammon	: board
Strip poker	: card
Karate	: sport

A word of warning here; if you're looking for an ST golf game DO NOT BUY Tee-up without playing it first, or you may be very disappointed!

ARIOLA

Amanda Barry. 68 Long Acre, London WC2E 9JH: 01-836-3411

Skyfox	: comb/sim
Degas	: graphics
Degas Elite	: graphics
Thunder	: spelling checker

ATARI

Fiona Mantell: Atari Corp (UK) Ltd. Atari House, Railway Terrace, Slough, Berks, SL2 5BZ: 0753-33344

Battlezone	: arc*
Joust	: arc*
Millepede	: arc*
Star Raiders	: arc*
Crystal Castles	: arc*

AVILA

Make it move	: animation

BEYOND

Tom Watson. First floor, 74 New Oxford St., London WC1A 1PS. 01-631-5373

StarTrek	: arc/str*

The game of the programme should be boldly launched around June/July time. The object of the game is to save a portion of the universe, at present infected by a Klingon and Romulan rebellion. To prevent the rebellion from spreading, a 1000 star section of the universe has been enclosed in a Klein Sphere even though many 'innocent' planets have also been trapped inside it.

CREATIVE SPARKS

Leigh Richards

Vikings	: (due Aug/Sept on their Status label)

THE EDGE

Jean-Paul Rohan. 36/38 Southampton Street, Covent Garden, London WC2 7HE. Tel: 01-831-1801

Bobby Bearing	: arc*
Fairlight trilogy	: arc/adv*

EIDERSOFT/PARADOX

Janet Wardrop. The Office, Hall Farm, North Ockendon, Upminster, Essex RM14 3QH: 0708-852647/851099

Karate	: arc
Protector	: arc
War zone	: arc
Fireblaster	: arc
Xenon	: arc*
3D chess	: board*
Mission Mouse	:
Space Station	: arc
Demo disk!	: arc
Pro-sprite designer	: graphics/ animation
Sound designer	: *

Space Station/Protector and War Zone/Fireblaster are now available as double packs price £24.95 for two disks.

ELECTRIC

Mike Hall. Unit 8. Cromwell Business centre, New Rd, St. Ives, Cambs PE17 4BG: 0480-66433

Red Alert	: arc/sim*

ELECTRONIC ARTS

Mark Lewis/David Gardner

Skyfox	: arc/sim

ELITE

Steve Wilcox. Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW: Tel: 0922-55852

Paperboy	: arc*
Space Harrier	: arc*

ENGLISH

P. Morris. 1 North Parade, Parsonage Gdns., Manchester M3 2NH 061-835-1358

QBall	: sport (Feb 86)
Knight Games	: sport*
Levianthan	: arc*
Electraglide	: arc*

FIREBIRD

Tom Watson. First floor, 64-67 New Oxford Street, London WC1A 1PS. Tel: 01-631-5373

Elite	: arc/sim*
Druid	: arc/adv*
Pandora	: *
Golden Path	: *
Sentinel	: 'unique!'*

FIL

Sundog	: arc/str (Aug 85)
Dungeon Master	: role-playing/ fantasy

GREMLIN GRAPHICS

Alpha House. 10 Carver Street, Sheffield S1 4FS. Tel: 0742-753423

Trailblazer	: arc
Typhoon	: arc
Karate Master	: sport*

HABA

Pier Rd. North Feltham Ind. Est., Feltham, Mddx TW14 0TT: 01-751-6451

Flight Simulator	: sim*

INFOGRAMES

David Crossweller/Ian Faux. Mitre House. Abbey Rd., Enfield, Middx EN1 2RQ Tel: 01-364-0123

Macadams Bumper	: arc
Eden Blues	: arc/adv
Turbo GT	: arc
Krafton	: arc
Passengers in the Wind	: adv (g)
Quickmind	: Sidekick clone

LLAMASOFT

Colourspace	: zarjaz (Aug 85)

It's about time we had something else from Mr Minter. One gets the feeling that, if Jeff really turned his mind to it, the ST wouldn't know what had hit it.

MAGISTER

John Stathatos. 100 Baker St., London W1M 1LA 01-486-6838

Artscribe	: graphics

Magister are working on a three disk fantasy role playing game due out in the summer!

MICRODEAL

Jenny Pope. P.O. Box 68, St. Austell — Cornwall PL25 4YB: 0726-68020

Major Motion	: arc
Cards	: card
Pinball Factory	: sport (Feb 85)
Electric Pool	: sport
Karate Kid II	: arc
Shuttle II	: sim
Animator	: animation
Trivia Challenge	: trivia
Time Bandits	: arc
Lands of Havoc	: arc
Sprite Construction Kit	: graphics/ animation
Goldrunner	: arc
Tanglewood	: *
Airball	: *

MICROPROSE

P.O. Box 24, Cirencester, Glos: 0453-886386

Silent Service	: sim
Night Gunner	: sim*

MIRRORSOFT

Pat Bitton. Maxwell House, 74 Worship St, London EC2A 2EN 01-377-4837

SDI (Cinemaware)	: arc
Sinbad/Throne Falcon (C'ware)	: adv (g)*
Defender of the Crown (C'ware)	: adv (g)
King of Chicago (C'war)	: adv (g)
Film Director	: animation
Art Director	: graphics (Jan 86)
Spitfire 40	: comb/sim*
Strike Force Harrier	: comb/sim (Feb 8)
The Bermuda Project	: adv* (g)
The Black Cauldron	: adv (g)
Space Quest	: adv* (g)
3D Helicopter Simulator	: sim*
Fleet Street Publisher	: desk top
Deja-Vu	: adv* (g)
Kings Quest II	: adv (g)*
Ultima II	: adv (g)
Balance of Power	: sim
GATO	: sim*
F.15 flight sim	: sim*

NOVAGEN

Tim Bosher. 142 Alcester Rd., Birmingham B13 8HS: 021-449-9516

Mercenary Compendium	: arc/sim/str/adv (Jan 86)

OCEAN

Tim Chainey. Ocean House, 6 Central Street, Manchester M2 5NS Tel: 061-832-6633

Arkanoid	: arc*
Top Gun	: arc/sim*
Tai Pan	: arc*

PSION

Psion House, Harcourt St., London W1H 1DT: 01-723-9408

Psion Chess	: board (Jan 86)

PSYGNOSIS

1st Floor, Port of Liverpool Building, Pier Head, Liverpool L3 1BY: 051-236-8818

Deep Space	: arc/str (Feb 86)
Arena*	: sport (Feb 86)
Brataccas	: arc/adv (Aug 85)

RAINBIRD

Clare Edgeley. First Floor, 74 New Oxford St. — London WC1A 1PS 01-240-8838

Jewels of Darkness	: adv (g)
Advanced Art Studio	: graphics
Tracker	: arc/str
Silicon Dreams	: adv (g)
Guild of Thieves	: adv* (g)
Starglider	: arc (Jan 86)
The Pawn	: adv (g) (Aug 85)
Knight Orc	: adv* (g)
Over Westminster Bridge	: adv* (g)

Magnetic Scrolls' The Guild of Thieves, and Knight Orc from the Level 9 studio, should be with us by now. The graphics for both games look superb!

SILICA

1-4 The Mews, Hatherley Rd., Sidcup, Kent DA14 4DX: 01-309-1111

Amazon	: adv (g)
Brimstone	: adv
Covertedmirror	: adv* (g)
Crimson Crown	: adv (g)
Delta Patrol	: defender*
Dragon World	: adv (g)*
Electro Solitaire	: board*
Essex	: adv
Fahrenheit 451	: adv (g)
Forbidden Quest	: adv
Gateway	: adv (g)
Hex	: Q-bert
Mean 18	: sport
Mindwheel	: adv*
Monkey Business	: arc
Murray and Me	: *
Nine Princes in Amber	: adv (g)
OO-Topos	: adv (g)
Phantasie	: arc/adv
Rogue	: arc/adv/str (Feb 86
Spiderman	: adv* (g)
Sword of Kadash	: adv (g)
Transylvania	: adv (g)
Treasure Island	: adv (g)
Universe II	: arc/str
Winnie the Pooh	: edu*
The Wizard of Oz	: edu*

Silica are not publishers but merit inclusion here as they are the exclusive importers of many US ST games, some of which are mentioned above. They also stock most of the games in this list giving them probably the most comprehensive catalogue of ST games in the country. Silica also offer very good deals on Atari hardware and peripherals.

ROBTEK

Jill. Unit 4, Isleworth Business Complex, St. Johns Road, Isleworth, Middx, TW7 6NL. Tel: 01-847-4457

Checkmate	: chess*
Hollywood Poker	: *

SUB LOGIC

Flight Simulator II	: sim
Jet	: sim

Flight Simulator has just been released for the ST and (with Strike Force Harrier) looks like establishing itself as one of THE flight simulators for this machine. Jet is also being converted and is due for release sometime in 1987.

TYNESOFT

Addison Ind. Est., Blaydon upon Tyne, Tyne and Wear, NE21 4TE 091-414-4611

Time Blast	: arc (Feb 86)
Mousetrap	: arc*
Liberator	: arc
Plutos	: arc

Plutos is one of the best vertical scrolling shoot-'em-ups available for the ST. And at £14.95 represe- -uperb value for money.

US GOLD

Richard Tidsall. Unit 2 & 3, Holford Way, Holford, Birmingham B6 7AX: 021-356-3388

Leaderboard	: sport (Jan 86)
Leaderboard Tournament	: sport
Gauntlet	: arc/adv*
Winter Games	: sport (Feb 86)
World Games	: sport (Jan 86)
Championship Wrestling	: sport
Super Cycle	: arc
Rogue	: arc/adv*
Phantasie II	: role playing/ fantasy
10th Frame Bowling	: sport

U.S. Gold hope to have six Epyx titles out this year together with two adventures from Adventure International's Quest Probe range.

OTHER TITLES EXPECTED FROM THE STATES DURING THE YEAR INCLUDE:

AutoDuel	: Origin Systems
Chessmaster 2000	: Software Tool-works/Electronic Arts
Artic Fox	: Electronic Arts (arc)
Bards Tale	: Electronic Arts
Kings Quest III	: Sierra. adv (g)
Match Point	: Michtron/Micro-deal (sport)
World Karate Champioship	Epyx (sport)
Sub Battle Simulator	: Epyx (simul)
Space Snatchers/ Aratoom	: Sierra
Leisure Suit Larry	: Sierra
Police Quest	: Sierra
Thexder	: Sierra
221 Baker Street	: Datasoft
Frank 'n Ernest Adventure	: Polarware
Guitar Wizzard	: Baudiville
Rainy Day Games	: Baudiville
Video Vegas	: Baudiville

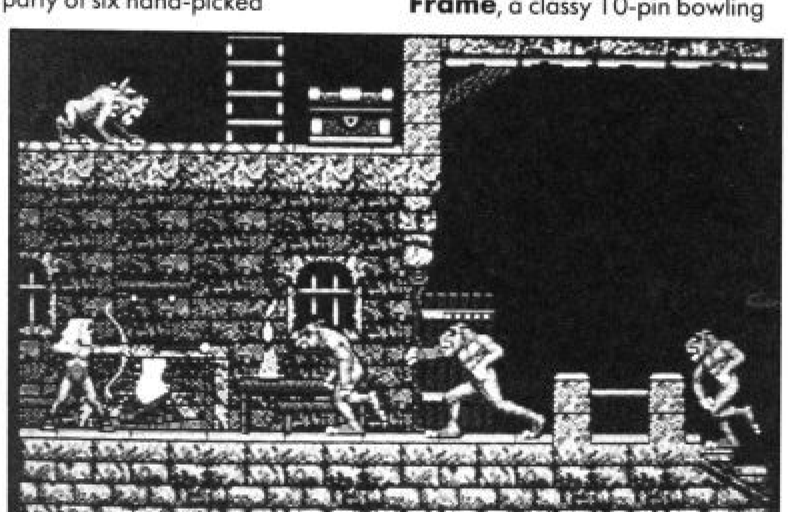
KEY

arc = arcade
adv = adventure — text only
adv (g) = adventure with graphics
sim = simulation
sport = sport, pastime or hobby
com = combat
str = strategy
* = not available as of 1st April 1987
NB. Some of the titles marked with an * may be available by publication date.

News

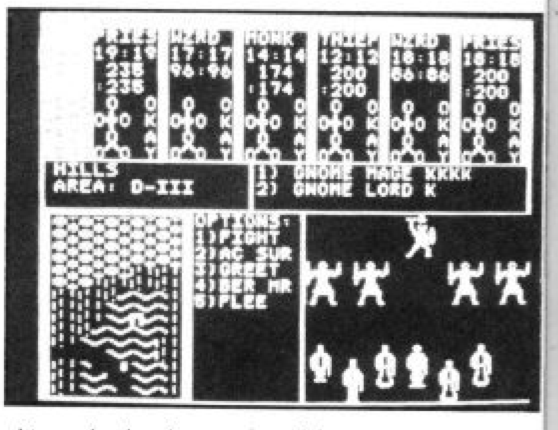
● **Phantasie II** is the sequel to one of the biggest selling fantasy-role playing games ever. Phantasie was a Stateside smash-hit, outselling almost all other fantasy/ role playing games around at the time. Now in Phantasie II your party of six hand-picked characters must free a beautiful island from the evil curse of the Dark Lord Nickademus. **Phantasie II** is as authentic and polished a rendition of *D&D* you could hope to see on a computer, courtesy of **Strategic Simulation** and **US Gold.**

● **Also from US Gold**, is **10th Frame**, a classy 10-pin bowling simulation coded by Roger and Bruce Carver (*Leaderboard/ Beachead*) of **Access Software**. Featuring a perspective view, power and hook control, neat realistic pin movement, multiple levels of play, and automatic scoring, *10th Frame* is a must for lovers of bowling and sports simulations of any kind.

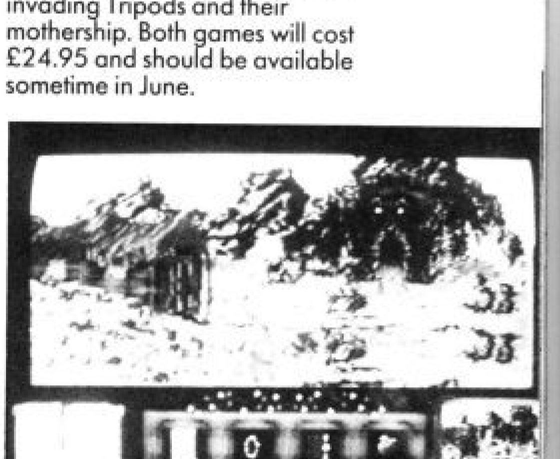


● **Mirrorsoft**, another company heavily committed to 16-bit entertainment is releasing a number of original titles together with conversion from their eight bit catalogue as well as their Apple Macintosh range. They are *Balance of Power, Deja Vu,* and *Bermuda Triangle*.

● Liverpool based studios, **Psygnosis** (*Baratacus, Arena, Deep Space*) is releasing two new games. *Barbarian* is an animated arcade adventure full of frenzied attacks, hidden traps and dozens of death dealing monsters. *Terrorpods* is a strategy arcade game set against a 3D playfield with perspective scrolling. The game covers all the elements of trading, resoure management and,



ultimately, the destruction of the invading Tripods and their mothership. Both games will cost £24.95 and should be available sometime in June.



Flight Simulator II

Once in a blue moon a product emerges that goes on and on selling as if it had been launched only last week. Sub Logic's *Flight Simulator II* is one such program. Originally released for the IBM and then the Apple II series way back in 1983/4, *FSII* has sold by the hundreds of thousand to businessmen, pilots and gamesters alike.

Now the world's most popular flight simulator for home micros can be enjoyed by ST owners in an upgraded form, which has been souped up to take full advantage of the ST's extra processing power and graphics capabilities.

FSII puts you at the controls of either a single engine Cessna 182 or a Gates Lear jet 25G. Whichever your choice of plane you are in for a rare graphical treat as soon as you've strapped yourself into the cockpit.

Apart from the usual cockpit view you can also view your plane from the control tower or a spot plane which can be made to fly alongside you at any distance and/or angle.

Tower view allows you to observe proceedings from the comfort of the control tower, the position of which can be set independently so you can set the tower at the destination airport and see yourself land! There is also a map view which can be used to gauge your present position in the world and plot any changes to your present course.

One of the most spectacular features to be added to the latest version of *FSII* is the ability to combine different views on the screen at the same time using the multiple window function. Thus the main view could be a 3D cockpit display for example, over which map and spot plane views could be overlayed in their own separate windows, each of which can be any size you want. Control is with a combination of mouse, keyboard and eight pull-down menus.

If you choose to fly at night the daytime view is replaced by a horizon full of lights which are your only visual indication as to your flight status — just like the real thing!

Two of the most interesting features covered in the Sim menu are the 'reliability' and 'realism' options. The reliability dialogue box contains a sliding scale which ranges between 0% and 100%. At 100% you will experience no fuel or engine problems, or instrument failures, but at lower percentages beware!

The realism box allows you to "turn on" any or all of eight different effects that would occur during normal flight. An example of these is the fast throttle effect which, if turned on, gives the engine a chance of bogging down and dying if you increase your throttle too quickly.

In *Flight Simulator II* the world database, available in the package, is limited to 120 airports in five general areas of the States (although the ST version is fully compatible with all *Flight Simulator* scenery disks).

These areas are San Francisco, Seattle, Los Angeles, Boston/New York, and Chicago and central Illinois.

Although flying between these areas is impossible due to fuel limitations, you can quickly move between any of the five main areas by manually setting a new set of map coordinates.

FSII features five navigational aids most commonly used in modern flying. Here again the program excels with everything from DME (Distance Measuring Equipment) to VOR (Very high frequency Omnidirectional Range).

Any beacons, transmitters etc. that actually exist in the areas covered by *FSII* are actually present in the programs database so it should be very difficult to actually get lost — well that's the theory!

The Auto Pilot dialogue box lets you hand over any or all of four flight control areas to the AP, which can be made responsible for keeping the wings level, and maintaining a specific heading or altitude.

The AP is particularly useful on long flights where it can prevent fatigue and frees you to devote more time to other flight tasks such as instrument scan, radio communications, or preparing for final approach before landing — you hope!

The SITUATION menu is used for saving and loading situations as the manual describes them. You can also see an action replay of the last couple of minutes of your flight using the instant replay function — great fun watching yourself crash to your hearts content.

FSII has many other features too numerous to mention here but two, in particular, are worthy of special note. Firstly, when you feel like a break from the serious business of flying a modern aircraft, you can pop on your goggles and hop into a World War One fighter for a spot of fun involving bombing runs and dogfights with a computer-controlled enemy.

The enemy has occupied the territory west of the river, and has established two airbases, each with its own fuel base, and a number of factories. Your mission is to bomb the fuel bases and factories, but life is never that simple and six enemy fighters, stationed at the air bases, will try to protect the fuel depots and factories so the other half of your mission is to shoot down as many enemy fighters as possible.

This part of *FSII*, as with everything else in the program, is enormous fun and could almost be a stand alone game in its own right.

The final feature that can be mentioned here is the Multi-Player option which enables two or more players, using separate computers, to fly together.

Communication between computers is through the ST's modem port, although you can communiate with any computer which runs *FSII* and supports the multi player option, as long as you have the correct cable. Sub Logic include an order form for any cable you may need to use this option.

Once the relevant hardware is set up you can take off and fly around together and even send messages to each other. If you can find three or four other flight freaks you can even take on the Red Arrows at their own game!

Flight Simulator II is easily the most authentic program of its type to have been released for a home micro. The 3D graphics are stunning, and the whole package has been religiously documented by people who obviously love flying.

It is rumoured that hundreds of Americans went out and bought an IBM or Apple just so they could use this program and, having clocked up more than a few flying hours myself, it's easy to see why. *FSII* defies superlatives and must be seen to be experienced!





Shoot'em-ups

As so often happens in the software industry, a number of different publishers have all released similar games at about the same time — witness Gremlin's *Krakout*, Imagine's *Arkanoid* and CRL's *Ball Breaker!*

In ST-land, Tynesoft, Gremlin (again!), and Microdeal, have given anyone, shopping in the vertically scrolling shoot-'em-up dept, plenty of choice. Both *Plutos* (Tynesoft) and *Typhoon* (Gremlin) are upwards scrolling blasts of differing levels of ferocity and polich. *Goldrunner* (Microdeal) offers two-way vertical scrolling, a little like *Uridium* turned on its side.

- ► TITLE: TYPHOON
- ► SUPPLIER: GREMLIN GRAPHICS
- ► PRICE: £24.95

The first and least polished, of this triple-helping of upwardly mobile 'shoot to kills' is Gremlin's *Typhoon*, programmed by Kingsoft.

The action take place in a window flanked, on either side, by status areas. At the start of each of the 50 zones, you are given the chance to capture a little bonus block containing either an 'x' (extra ship) or an 'e' (extra fire power) as it wriggles down the screen at alarming speed.

Extra fire power takes the form of double laser fire, the ability to destroy whole formations with a single shot, or invulnerability. Each only lasts for a given time, shown as a diminishing scroll bar to the right of the action window. If you miss the bonus block first time round, you get two more chances before it finally gets bored and disappears, no doubt trying to cope with the rejection!

Meanwhile, the alien-bashing has begun in earnest. In the first couple of zones, most of the aliens come from above, but as things get more frantic, you'll find yourself getting attacked from below as well. Each wave must be totally destroyed before you get a crack at the next one. If you don't dispose of all the aliens in a wave within a certain time, they retreat, regroup and attack again.

As the game progresses the alien waves become more intense and aggressive and they definitely seem to find an extra gear from somewhere. By zone eight there are also *Xevious*-like ground obstacles to avoid and zone nine sees the introduction of floating skulls. These annoying things are not only fatal if touched but also kill if hit by your laser. Skulls are a devious and frustrating addition to the gameplay, especially as they are sometimes the same colour as the aliens you're meant to be knocking off!

Licensed from Germany, the game suffers from a few rough edges which, if finished off with a little more thought and attention to detail, could have turned a reasonable game into a good one. That said, the game is reasonably enjoyable to play, has some addictive qualities and some reasonable sound effects.

► GRAPHICS	6
► SOUND	9
► VALUE	7
► PLAYABILITY	7

- ► TITLE: PLUTOS
- ► SUPLIER: TYNESOFT/MICRO VALUE
- ► PRICE: £14.95

After Tynesoft's disappointing entry into the ST budget market with *Time-blast* and *Liberator*, I was more than a little wary of loading a game whose sleeve contained such modest statements as "the game you've all been waiting for" and "state of the art space action in its ultimate form".

Well *Starglider* this isn't, but at £14.95 (a full £10 cheaper than *Typhoon* or *Goldrunner*) *Plutos* represents the best value per mangled alien on the ST.

As with *Typhoon*, the action takes place in a window, this time on the left-hand side of the screen, neatly framed in a metalic border. Unlike *Typhoon, Plutos* offers one or two player options. In the latter, both players compete, at the same time, to destroy the assorted goodies and nasties on or above a huge mother ship that scrolls downwards, all too slowly, through numerous stages.

The nasties in *Plutos* don't so much come in waves, as in *Typhoon*, but in one continuous torrent affording little or no respite, except between stages, when you have a few seconds to work out where you can buy a replacement trigger finger if your original gives out!

Although almost anything in *Plutos* can be shot, some things are more important to get than others, fuel dumps being a perfect example. You start the game with a full tank (99 units) of fuel which is consumed at the rate of one unit per second. Each dump is worth 20 units. It is relatively easy to keep topping up your tank in the early stages, but later on there is an alarming decrease in fuel dumps on it's important to keep topping up while you can.

If you run out of fuel, you lose all control except that of the laser. You are thus condemned to sitting there and watching those nasty aliens destroying all those lives you've painstakingly built up. Your one salvation is if a fuel dump comes along, directly in your path, which you can shoot without having to move.

Apart from dumps, there are many other shootable items on the surface of the mother ship, including circular turrets that fire back at you. Flying above the mother ship are numerous beautifully animated alien craft that seem to have orders to carry out an almost relentless offensive against you.

At the end of each stage you must shoot out a pair of blinking eyes, thus gaining an extra life and access to the next — and even more frantic — part of the game. In stages one and four (and presumably later stages too difficult for this mortal to reach) you get yet more chances of gaining extra lives by shooting five '?' icons, each of which has a one in four chance of turning into a happy face (extra life awarded) icon.

As with *Typhoon*, later stages are pulled in from the disk. But this doesn't seem to be such a pain here as it happens at a natural break between stages. Incidently, *Plutos* comes on just one disk!

To the right and below the action window are the status areas where you can keep a check on the stage you're in, the number of lives you've still got to play with, as well as your score and fuel status. In the two player game two sets of information are displayed.

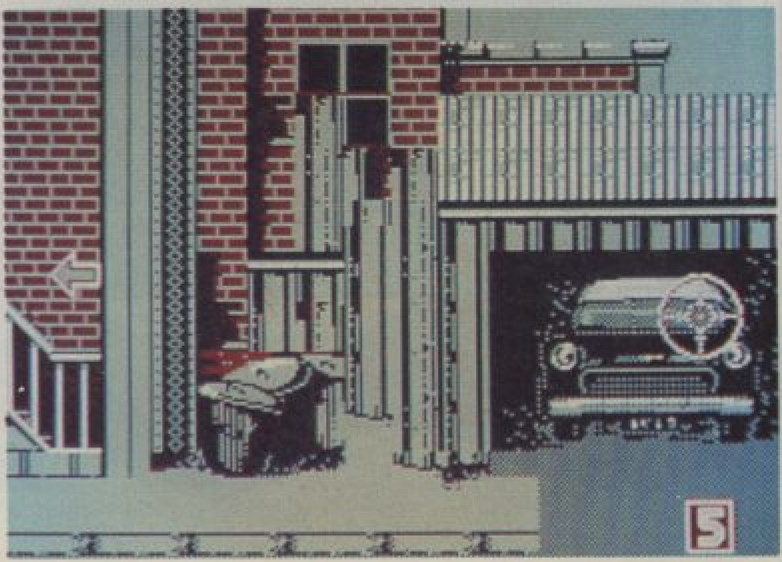
If hit by any flying alien, raised structure on the mother ship, or bullet from alien or gun turret, you lose a life. But programmer Derek Johnson, obviously a shoot-'em-up junkie on the quiet, has allowed play to continue during the transition between one life and the next.

Instead of an explosion followed by a break in the action, *Plutos* allows you to continue manoeuvring your ship (now just a red outline and impervious to damage) for a grace period of about three seconds. At the end of the grace period, the outline ship is once again filled with its normal colours. Your ship can once again sustain damage (ie). You can be killed) and the game continues as per normal — minus one life of course!

By thoughtful game design such as this, *Plutos* manages to overcome such shortfalls as poor sound effects and slow scrolling. Instead it whips you up into a destructive frenzy and doesn't let go. When you find yourself swearing at an inanimate object (namely a monitor) and fighting a losing battle against finger cramp, you know the game's got you well and truly hooked!

► GRAPHICS	9
► SOUND	4
► VALUE	10
► PLAYABILITY	9

- ► TITLE: GOLDRUNNER
- ► SUPPLIER: MIC^^ODEAL
- ► PRICE: £24.95





The final game in this mini round-up of all things destructive, is *Goldrunner*, the latest offring from the prolific Microdeal/Michtron stable. *Goldrunner* is the only one of the three which has two-way vertical scrolling, technically making it a shoot-em-up-or-down! There is even a passing attempt at offering some justification for what's going on . . .

The Earth is dying. New worlds have been found. But between the old legacy and the new hope lie 'The Ringworlds of Triton' — gasp swoon etc! Built by an inconceivable technology, the Ringworlds will destroy anything that comes within range, but it seems this technology was so inconceivable that it never thought anyone would have the audacity to attack a Ringworld alone in a single small craft.

Against such an attack the Ringworlds have only the most rudimentary of defences . . . rudimentary to them but still pretty awesome to us. Of course you're the Earth's best pilot and last hope etc. etc.

Each ring has a specific amount of energy which is reduced every time a building or piece of machinery is destroyed.

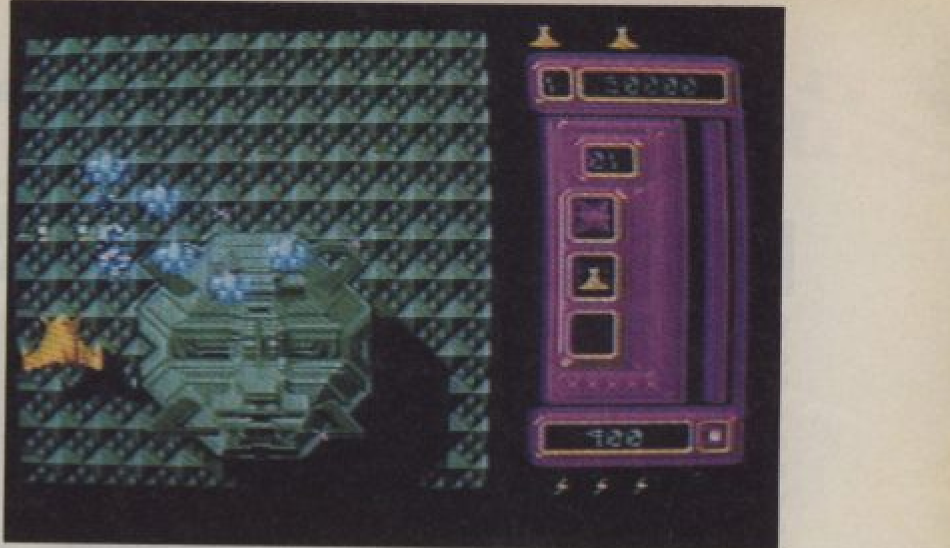
Although many ground features can be flown over, the taller ones represent a health hazard and must be dodged. After a while you'll recognize which elements need a wide berth, but a good rule of thumb is avoid anything casting a suspiciously large shadow.

In between avoiding high buildings, the Ringworlds will give you plenty of other things to think about in the form of wave after wave of flying fighters. These come in all shapes and sizes but have one thing in common — the defence of the Ringworld — and you're in their way. Contact with the fighters themselves is harmless but don't get caught by their disrupter bombs.

At the start of the game, your craft has an armour strength of five and fully powered lasers and boosters. All these function will suffer as a result of successful attacks from the enemy. You lose a life when your armour strength decreases to zero.

The graphical design of the Ringworld backdrops are impressive indeed. Each appears as if you're looking through a pair of tinted specs — first green, then purple etc. The animation and shadow of your ship, as it spins round in mid-air, is a real visual treat. Add to this some very atmospheric digitised speech, nice decaying explosions and some of the fastest and smoothest scrolling you're ever likely to see, and that's the very classy *Goldrunner*. Not the easiest game in the world to play, and certainly less frenetic than the other two, *Goldrunner* will appeal to *Uridium* freaks and those who are prepared to work a little harder before savouring the delights later levels.

- GRAPHICS 10
- SOUND 9
- VALUE 7
- PLAYABILITY 7





Prohibition

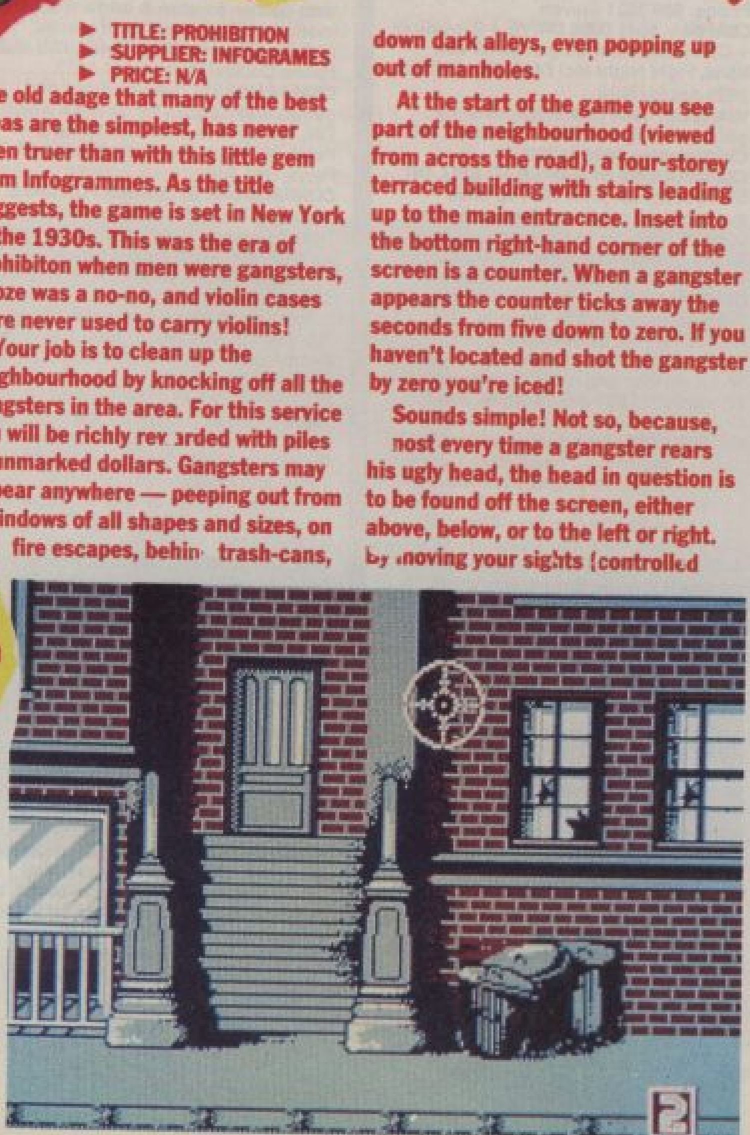
- TITLE: PROHIBITION
- SUPPLIER: INFOGRAMES
- PRICE: N/A

The old adage that many of the best ideas are the simplest, has never been truer than with this little gem from Infogrammes. As the title suggests, the game is set in New York in the 1930s. This was the era of prohibiton when men were gangsters, booze was a no-no, and violin cases were never used to carry violins!

Your job is to clean up the neighbourhood by knocking off all the gangsters in the area. For this service you will be richly rewarded with piles of unmarked dollars. Gangsters may appear anywhere — peeping out from windows of all shapes and sizes, on fire escapes, behind trash-cans, down dark alleys, even popping up out of manholes.

At the start of the game you see part of the neighbourhood (viewed from across the road), a four-storey terraced building with stairs leading up to the main entracnce. Inset into the bottom right-hand corner of the screen is a counter. When a gangster appears the counter ticks away the seconds from five down to zero. If you haven't located and shot the gangster by zero you're iced!

Sounds simple! Not so, because, most every time a gangster rears his ugly head, the head in question is to be found off the screen, either above, below, or to the left or right. by moving your sights (controlled either by keyboard or mouse) say, to the right-hand edge of the screen, it will automatically scroll to the right, revealing the next part of the street.



So if a gangster is not visible on the screen, how do you know where he is. After all, he's just about to turn you into a string vest so you should at least have an inkling as to his whereabouts.

Well what happens is that an arrow appears pointing either to the left or right telling you which way you need to pan in order to see the wretch.

But the arrow doesn't tell you on what storey the blighter is perched, so you'll may still have to pan up or down before he swings into view. If no arrow appears when the clock starts counting down, then the gangster is already directly above or below you.

If you manage to get a gangster in your sights and let him have it, you'll see him crumple on the floor in a dead heap, or slump lifelessly over the windowsill. If you're too late, a series of staccato flashes followed by a blood-curdling scream or grunt.

For those rare moments of absolute panic, there is a 'yellow belly' (yb) feature where you can hide behind a wall for five seconds while still panning around desperately looking for a face with a gun. Unfortunately you can only use 'yb' a couple of times during each phase of the game.

Once you start to show your prowess with the trigger, things star to get a little trickier. Firstly, some o the gangsters now have women hostages held in front of them to shield their own bodies. The idea is t hit that part of the gangster's body still visible behind the woman. If you hit the woman by mistake, she's the one who collapses on the ground with a suitably agonising scream, and you lose a life for your bad shooting.

Prohibition has excellent graphics and digitised sound efects, super smooth four-way scrolling, is instantly playable, and almost impossible to put down.

- GRAPHICS 9
- SOUND 10
- VALUE 9
- PLAYABILITY 10

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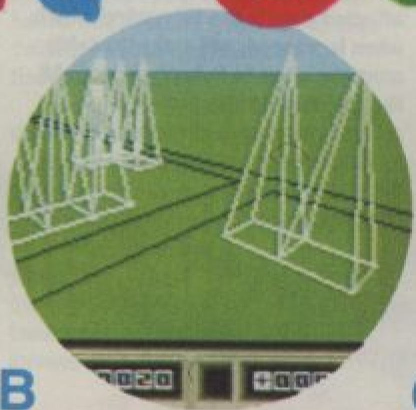
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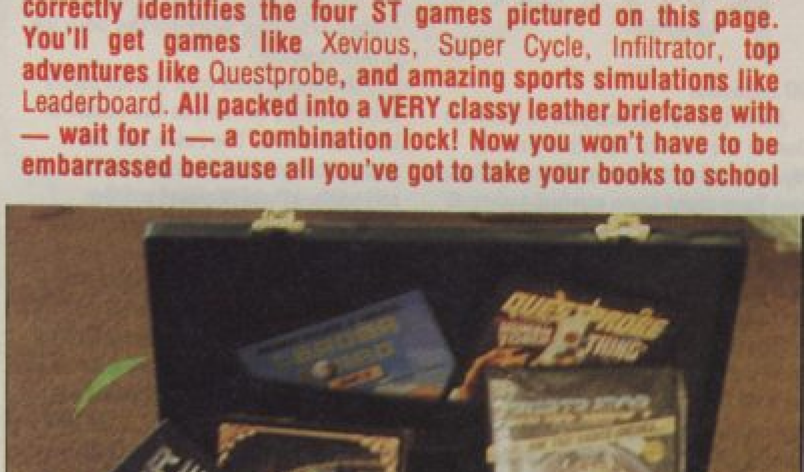


D

STunning and STupendous! That's this special ST competition coming your way thanks to US Gold. **We've got a briefcase full of ST software to give away to the first person who writes in and correctly identifies the four ST games pictured on this page. You'll get games like** Xevious, Super Cycle, Infiltrator, **top adventures like** Questprobe, **and amazing sports simulations like** Leaderboard. **All packed into a VERY classy leather briefcase with — wait for it — a combination lock! Now you won't have to be embarrassed because all you've got to take your books to school in is a *Mr Buyrite* carrier-bag. There's so much software in it we can't even shut the lid! You'll have to be super-fast to get your hands on this hot prize so send your entry to *Computer + Video Games*, Atari ST Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU NOW!**

And if you've got a friend who owns an IBM PC **then we've got a prize for him too! Yet another briefcase stuffed with software from the Golden guys in Birmingham.**

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C+VG/US GOLD ATARI ST BRIEFCASE COMPETITION

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The four games are: 1. 2. 3. 4.

If I win I'd like to grab the Atari ST ☐ IBM ☐ briefcase! (Tick box)

Macadams Bumper.

Last year saw a significant increase in the amount of software arriving on these shores from France.

Now many of these games can be enjoyed by ST owners courtesy of Loriciel who have entered the 16 bit arena with a vengence, announcing the release of at least seven titles over the coming months.

Probably the most impressive of the early Loriciel releases is *Macadams Bumper*. *MB* is a pinball game and pinball table construction set of the highest quality, putting Microdeal's similar effort of last year firmly in the shade.

Once the program has loaded you are presented with a ready made table on which you can instantly play. Alternatively you can access the tools icon and have a tinker, changing selected parts of the table's design, or you can clear the screen and start from scratch.

If you opt to do nothing for more than 20 seconds the program defaults into a comprehensive looping demo covering all aspects of the program.

Clicking on the edit icon (depicted as a spanner) brings up the toolbox on the left of the screen and a blank table, ready for design, on the right.

The toolbox contains every conceivable element you could wish to place on your table from bumpers to drop targets. These can be picked up with the cursor and dragged across and placed on the table. Any element, already in position, can be moved around later or taken off altogether.

When entering edit mode, a further eight icons appear, from which all aspects of the package can be accessed. The first of these icons takes you into decoration mode where you can "paint" on the surface of the table. During the game, the ball will roll over and ignore any decoration you have added to your design.

Decoration mode gives you access to a primitive graphics package with pencil, eraser, and fill features. You can also change the red, green, and blue components of any or all of the 16 available colours.

An "Oops" function lets you take back the last thing you did before anyone sees how stupid you were!

The score screen is used to set score and bonus levels for each game element used in your design. You can also establish the scores needed to earn one or two free games. If you're feeling lazy, a set of default values will be used instead.

Once you've gained a little experience in designing pinball tables you might like to use the "specials" screen, where eight sets of game elements can be logically linked together to give the player extra rewards if he achieves specific goals during a game.

For example, you could specify that an extra ball is awarded if two sets of drop targets are all hit during the same ball.

The last of the three customising screens lets you really play God. Here you can change gravity, alter the speed at which the ball moves and accelerates down the table towards the flippers. You can even control the elasticity of the ball — how "bouncy" it is.

The final factor that can be affected here is the tilt control which, when increased, will make the table more sensitive to being battered! All the variables in this screen are altered using a set of slider controls.

The three remaining icons are used to enter the file handling, game control and play modes of the program. The file screen is used for saving, loading, or deleting files containing finished or partly designed tables.

The control screen is used to customise the game controls to suit your own requirements, whether they be mouse or specific keys. Apart from left and right flipper, you can also set controls for "hit table" left, right, or in the middle.

The ball movement during play is smooth and realistic (unless you got carried away in the God screen), and the sound effects associated with each game element are what you would expect from a real pinball game.

When you get too physical with the table it shakes warning you that the game was nearly tilted.

Macadams Bumper is a perfect example of an existing idea given a thouroughly professional going over resulting in a polished, easy to use, and enormously enjoyable pinball game that should appeal to all tastes.

Karate Kid II.

How often have our expectations of a forthcoming game been fuelled by seeing the film or reading the book, only to be dashed by a half-hearted attempt to transpose the property to the computer medium. So it is doubly nice to find a film tie-in that is actually worth its salt.

Karate Kid II features some of the most impressive graphical backdrops ever to grace a monitor, this martial arts classic has all the ingredients that made *Fist* such a success on eight bit machines, plus a little extra.

The game is in two parts. Combat and concentration or bonus interludes. To begin with you must defeat Toshio and Taro in the first two levels.

The first two levels are set indoors looking out onto a variety of outdoor scenes, which vary from mountains to a lake scene, and even a seaport.

In all there are five outdoor scenes and five different illustrations that adorn the interior of the first levels. One from each is chosen randomly giving a large variety of different interiors to fight in.

KKII has all the usual karate moves you would expect to find in a combat game including high and kneeling punches, forward and backwards somersaults, and a selection of five assorted kicks. In all there are 16 different moves that can be made which takes some mastering, but a few games is all that is required to get used to knocking the stuffing out of your opponent without having to think too hard about what you're doing.

The figures are of reasonable size and the animation is smooth and realistic — what you would expect from a 16 bit game of this type.

Each move is accompanied by suitably vicious grunts. Midi compatible music of eastern extraction plays in the background to complete the oriental feel of the game.

Once you have fought your way successfully through the first two screens, by draining Toshio and taro's energy down to zero, you move onto the first of the concentration screens where you take the role of Myagi as he tries to catch a fly in his chopsticks.

If you think this sounds like a tall order you're absolutely right, after all it took Myagi 40 years to catch his first fly. Your task isn't made any easier by the fact that Myagi can only move his joysticks around half the screen — a limitation not extended to the fly!

A nice touch is the way his eyes follow the fly around the screen. You will earn more bonus points for catching the fly quickly and no points are awarded if the fly is still free after 60 seconds.

After the fly screen you're back as Daniel the Karate Kid, this time in Myagi's ruined garden where Toshio and Taro must once again be defeated in order to reach the second bonus screen. This time they are less of a pushover than in previous screens.

The second bonus screen involves Daniel breaking as many sheets of ice as he can be a combination of joystick wiggling and good timing. The sound and animation as his hand comes crashing down on the poor ice is outstanding.

Having warmed your hands up its time to meet Chozen in the castle of king Shohashi. The rules are the same until you have depleted his strength, at which point a drum appears in the top-right hand corner of the screen. What happens next you'll have to find out for yourself!

Karate Kid II is a polished and entertaining product and is easily the best combat game yet available for the ST. This is a must if you wish to indulge in a little civilised oriental violence.



Alternate Reality.

This is a role playing fantasy game which has a cult following in the States. The eight bit versions of the game never really took off over here, another indication of the different tastes that still exist either side of the Atlantic.

Having been kidnapped by aliens you find yourself in a room with only one exit. Through this doorway lies the city of Xebec's Demise. Overhead is a panel with constantly changing numbers which freeze when you step through the door, thus setting your levels of stamina, charm, strength, intelligence, wisdom, skill, hit points, and wealth. The higher these 'stats' are at the beginning of the game, the better are your chances of survival.

The objective of the game is "to become orientated to *Alternate Reality*" and build up your stats in order to survive hardships and battles and solve quests in The City and subsequent adventures which include The Dungeon, The Arena, and four other future releases culminating in Destiny.

Special locations in the city include shops, smithies, taverns, banks, healers, and guilds. A closer look at banks and taverns will give you an idea of the scope and flexibility of AR.

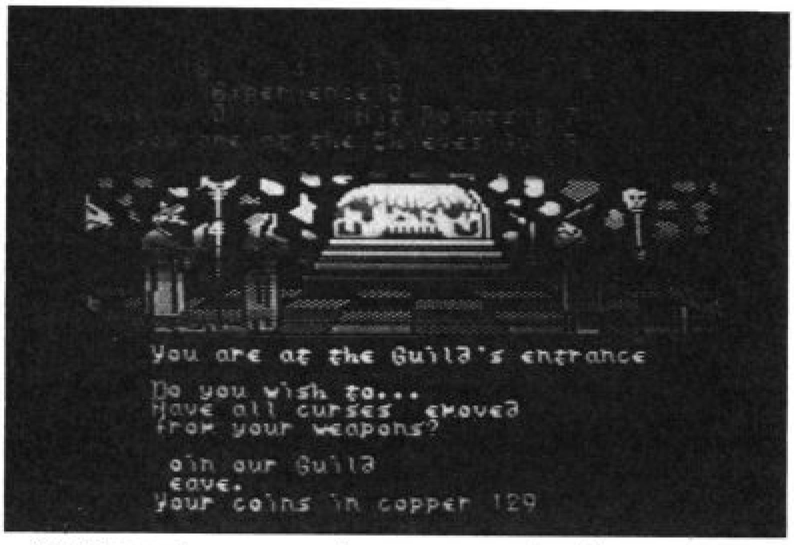
Treasure can be found lying on the street or after a successful encounter. It can take many forms including watches, gems, jewels, money (which can also be earned by taking part time employment if your stats qualify you for the job), weapons, armour and potions.

Gems and jewels aren't legal tender but can be exchanged for money at any bank although some will offer more than others.

Currency in the city is in gold, silver, and copper coins. As all objects have a weight, it makes sense to change 10 copper coins to one silver as it would weight less. But when you've amassed too much money to carry around (you could also get mugged, especially at night) it is advisable to open a bank account.

Banks offer a range of investment plans for your money. The higher the interest rate, the greater the risk. The excellently written mannual advises you to spread your fortune between banks and account types rather than putting all your eggs into one financial basket.

Taverns are a source of food and drink and a place to make friends — or enemies! Every time you buy a round, you endear yourself further to the Tavernkeeper and his customers. This comes in handy if you're broke and hungry and enter a tavern where you're known.



Every time you have an encounter with another character, human or otherwise, your stats will change to reflect your success or lack of it, in dealing with him or it.

Of course the probability of winning the battle in the first place depends on such things as your skill level which helps you avoid blows from an adversary, as well as aid you in wielding certain close combat weapons such as daggers.

Strength is also of vital importance when fighting as it not only determines how much damage you inflict on the enemy, but, along with skill, it also determines how well you're able to use certain weapons.

There is so much in *Alternate Reality* that reveals itself as you delve deeper into its secrets that a short review like this could not do it justice.

Artscribe.

With *Degas Elite* and *Art Director* fighting it out for the title of THE full price art package for the ST, a new entrant into the ST arena, *Magister Software*, have identified what they believe to be an unexploited niche in the market for a "cheap" 16-bit graphics utility. Cheap, in this context is £25, less than half the price of *Degas* and Co.

So is *Artscribe* a viable alternative to, say, Mirrorsoft's *Art Director*? The simple answer is yes and no. Yes if you would only ever use a few of the features in *AD* anyway. No if you want a serious application with the power and flexibility offered in the more expensive packages. So really it's a case of buying what you need and getting what you pay for.

So what do you get for your money? Well, unlike *Art Director*, *Artscribe* can be used in either low, medium, or high resolution modes as can *Degas*. Many of the standard features are there including shapes (filled and framed), fill and fill patterns (mono and colour), cut and paste, zoom, copy, lines, airbrush etc.

Drawing is done on the full screen and the option box is accessed by double clicking the left hand mouse button. Apart from the options mentioned above, the program also boasts a few, more esoteric, features many of which can be seen by clicking on "Edit" which contains *Artscribe's* cut, copy, and paste functions.

Cut etc. can be done in any one of four modes: [Replace], [Xor], [And], and [Or]. Replace, the simplest and most commonly used, will result in the copied portion replacing all the pixels that were previosly on the screen where it was placed.

The other three modes are all professionally merged applications where the colours of the pasted copies are generated using "bitwise Boolean operations".

Although the manual doesn't attempt to expand on this mysterious description, the effects that can be generated using the And, Xor, and Or modes are very impressive, if somewhat bizarre.

Artscribe supports five concurrent screens (*AD Two*, and *Degas Elite eight*) between which you can swap at will, cutting and copying as you go.

Each canvas can be given a name which is automatically saved to disk with the screen itself. Other file handling routines such as delete and load use standard gem screens.

Fill pattern and palette files can also be saved for future use. Also, Neochrome and Degas files can be loaded into *Artscribe* for further editing and then saved as *AS*, *NEO*, or *Degas* files afterwards.

Although the program has many good points, it is partially let down by lapses in design and friendlyness. For example, in Art Director, if you inadvertently start to fill an area, pressing *ESC* will abort the process.

In *Artscribe* you have to wait until the fill process (which can take well over a minute when using a textured fill, or filing a textured area) has finished.

There is also no keyboard buffer present when using the arrow keys to move the zoom window over the screen, meaning that, if you keep your finger down on the key fractionally too long, the window carries on scrolling in that direction until every key press has been registered — this again is time consuming and very frustrating.

Also, in zoom mode the Undo key (used for deleting the last thing drawn) does not work, thus any slips made in Zoom mode have to be manually corrected or erased.

On balance, *Artscribe* has a lot to recommend it to anyone who cannot afford, or does not need the additional power of a full priced graphics package.

Despite obvious holes in its capabilities, it represents reasonable value for money. Decide what you really want from a graphics package before coming down on either side of the price fence.

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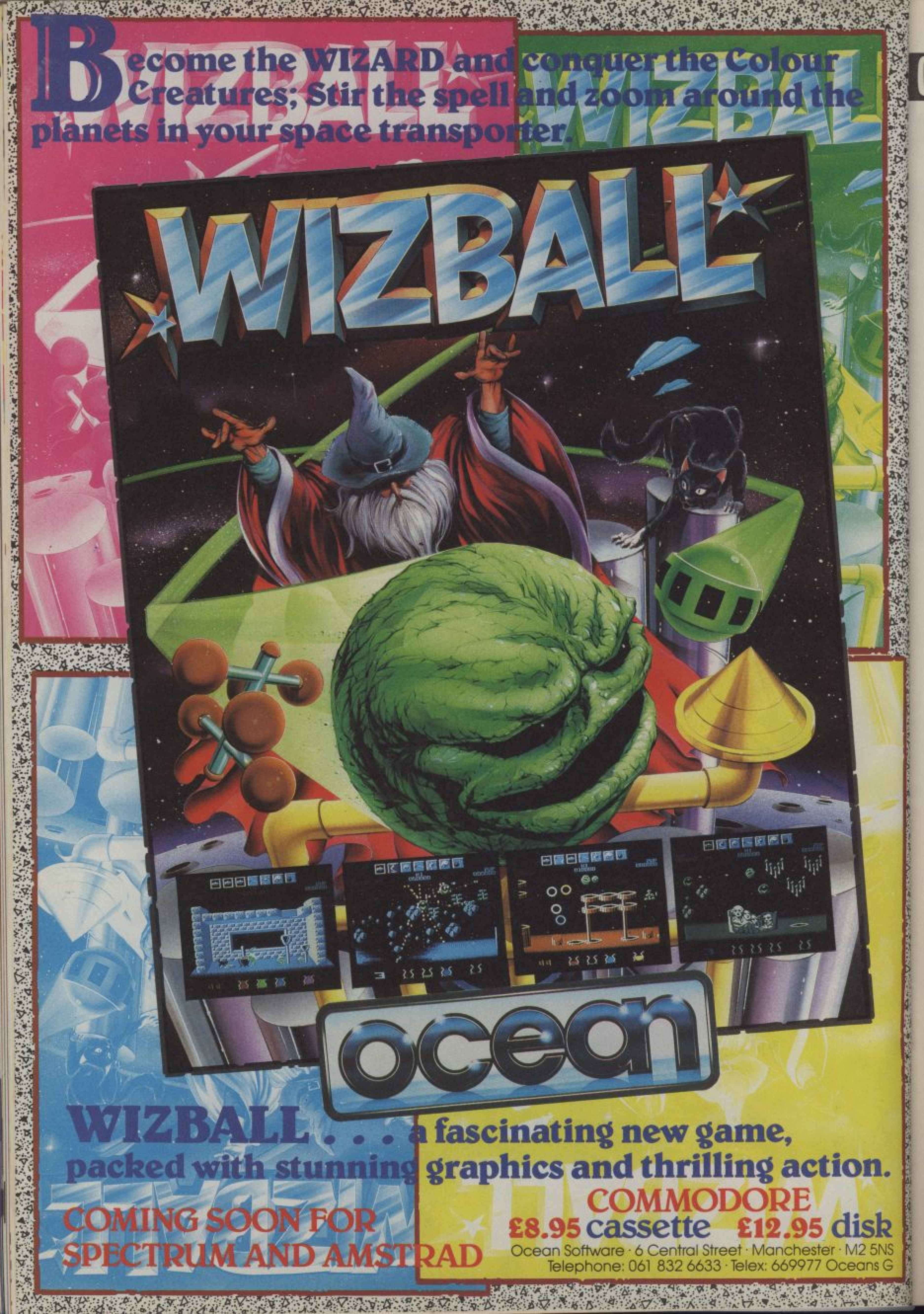
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NEMESIS THE WARLOCK

Nemesis the Warlock, underground resistance leader and cult comic star is about to become a computer game hero. Nemesis has been battling the evil Torquemada in the pages of *2000AD* for some time. Now he's doing the same thing on the Spectrum and Commodore thanks to *Martech*.

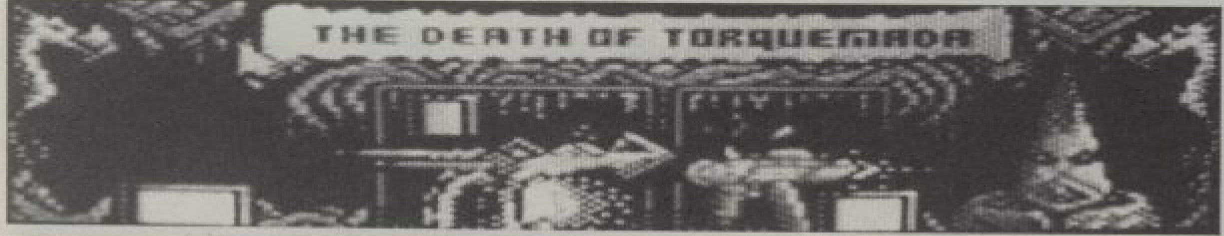
Only Nemesis can destroy torquemada and save the aliens from extinction. Only YOU can win one of our amazing *Nemesis the Warlock* prizes!

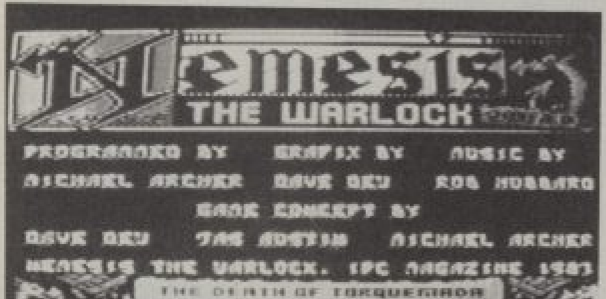
Martech have presented us with some pretty awesome prizes to give away to the lucky winners.

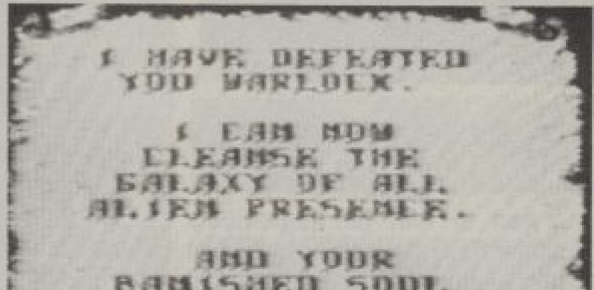
- First prize is a COMPLETE set of the *Nemesis the Warlock* books — the complete adventures of Nemesis as featured in 2000AD squeezed into top quality softback books — PLUS a Nemesis t-shirt, PLUS a copy of the game.
- Twenty runners-up will get a Nemesis t-shirt PLUS a copy of the game, available for the Spectrum and C64.

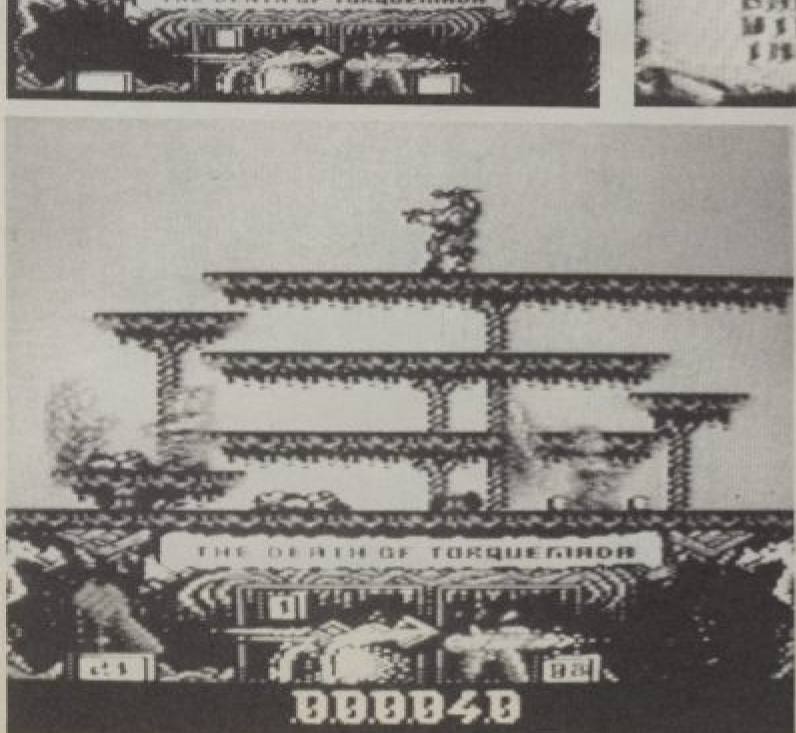
To win one of these exclusive and extremely trendy prizes you must get your pens and paints out and draw us your version of Nemesis the Warlock.

If you don't fancy Nemesis why not draw or paint a picture of one of the aliens the Warlock fights so hard to protect. Once you've done send your entry, together with the competition coupon, to *Computer and Video Games*, Nemesis the Warlock Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is June 16th and normal C+VG competition rules apply.









C+VG/MARTECH NEMESIS THE WARLOCK COMPETITION

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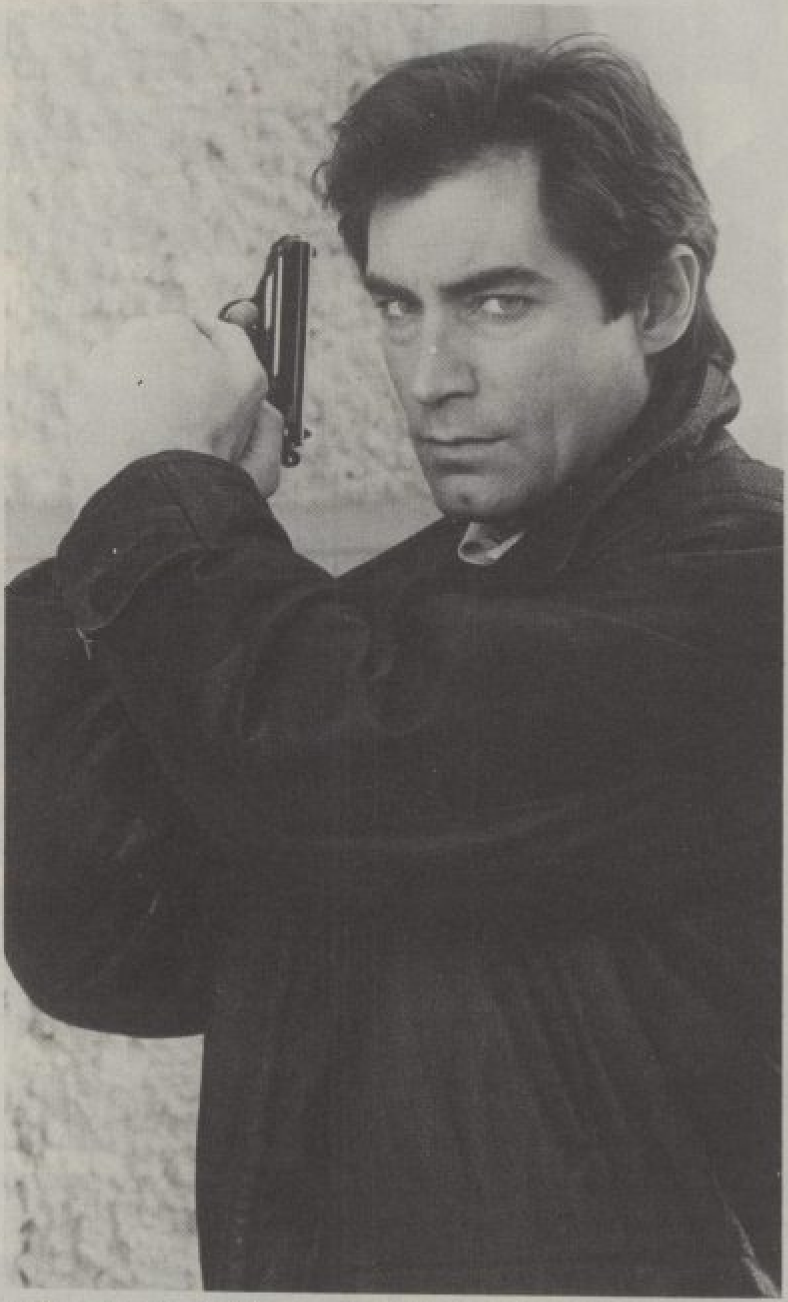
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THE JAMES B



Top secret. For Your Eyes Only. C+VG Deputy Editor Paul Boughton has infiltrated Domark's secret headquarters (Wimbledon, actually) and escaped with highly confidential plans for their new James Bond game *The Living Daylights*. Here we present the first part of C+VG's exclusive James Bond Dossier.

James Bond 007, licenced to kill, is back. This summer the latest Bond epic *The Living Daylights* will explode onto the silver screen.

Britain's super agent will also be back on computer in Domark's game of the same name. An arcade version of the game will also be released in a pleasure dome near you. Yes, Bond in back with a bang. And like C+VG, he's also bigger, better and bolder.

The release of the game of *The Living Daylights* will, Domark hope, lay the spectre of their last Bond game *A View to a Kill* to rest. Despite making money, the game did not meet with critical approval. Domark bosses Dominic Wheatley and Mark Strachan are determined it won't happen again.

The Living Daylights MUST be good.

THE GAME

The game consists of a playing area split into three sections. Each section scrolls to left at a different rate to give the impression of three dimensions. The foreground makes up about one tenth of playing area, showing things such as buildings and hedges.

The mid-ground takes up between three and fourth tenths of the playing area. This is where Bond moves. On some levels rocks and holes will appear in this section which 007 must jump over. The background will consist of scenes from the film and where Bond's enemies will appear.

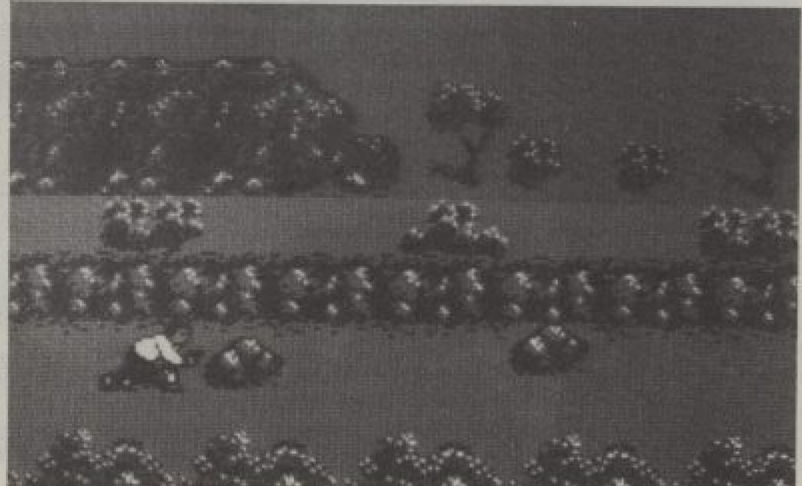
Bond will face four main types of opponents and obstacles. These are:

Snipers — these will appear from behind buildings, trees etc in the background. After a short pause which will allow the player to react, they will begin firing at Bond. If they are not shot by 007 they will take cover again only to reappear later on.

Throwing men — These are planned to appear on the right of the screen and will throw various deadly weapons at Bond. He must duck and jump to avoid them.

Rocks — these will be in the mid-ground. Bond must jump over them.

Helicopters — these will travel along the top of the screen dropping bombs. Bond must fight his way through the different backgrounds, representing scenes from the film. Before each level he must choose one of four weapons. But it must be a wise choice. Only one weapon will be of use. Pick the wrong one and, although it won't be



THE FILM

The Living Daylights, set for international release this summer, marks Timothy Dalton's debut in the role of super spy James Bond. He follows in the footsteps of Roger Moore, George Lazenby and Sean Connery who have all played the part. The title of the film is taken from a short story by Bond's creator Ian Fleming.

At the time of writing the plot of *The Living Daylights* is still a closely guarded secret. However it thought to about a Russian general who wants to defect to the West. Bond is assigned to help and protect and at the same time gets involved with an evil arms dealer by the name of Whittaker.

Add to that the ingredients which have become standard in the Bond films of late — fast cars, gadgets, gimmicks and, of course, a bevy of beautiful girls.

And of course there are the stunts. They're bound to be unbelievable, silly, but at the same time great fun and bound to make you gasp and laugh. In fact, there's this stunt where . . . no that will have to be left to the next part of the Bond Dossier.

Next month the C+VG James Bond Dossier will include more details about the film *The Living Daylights* and hopefully — if we manage to find the micro dot — pictures of the action. If you find the dot on your copy of C+VG send it to us quickly.

BOND DOSSIER

impossible to complete the level, it will be considerably harder.

The weapons, which will not be the same ones before each level, include knives, crossbows and bazookas.

The games opening setting will be Gibraltar. This is a training level in which Bond is with the SAS. All are harmless to 007. The guns aren't real. But the problem is that somewhere, looking exactly the same as the SAS men, is an assassin. He's deadly and is out to kill bond. Spot him before he spots you.

The next setting is outside the lenin People's Music Conservatory in Czechoslovakia. Bond meets the Russian defector Koskov and must protect him from the Soviets.

Survive and the action then switches to the Trans-Siberian pipeline. Bond must lead Koskov through the network, avoiding obstacles, falling pipes and assassins. The more tranquil and civilised setting of an English country mansion does not prove any safer for Bond and Koskov. Soviet agents want Koskov back and will stop at nothing to get him. Beware innocent looking people. Don't lose your bottle!

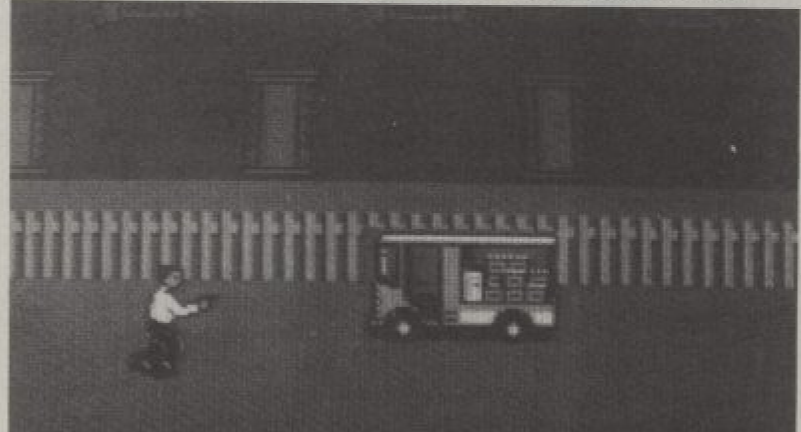
All the fun of the fair next as Bond faces danger among the amusements.

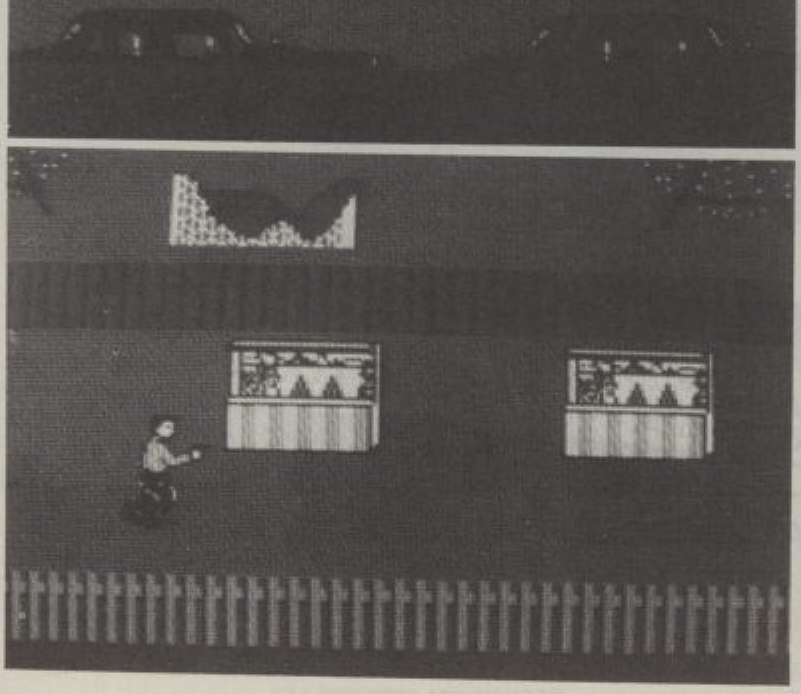
Next Bond is off to Tangiers, avoiding capture by police. The action takes place on the rooftops.

The next action has Bond captive in a Russian aeroplane. He must fight his way to freedom without damaging the aircraft.

The next setting is a military complex in Afghanistan. Can Bond take on the entire Soviet military might?

Finally Bond must face and defeat an evil arms dealer.





THE DESIGNER

The concept and design of *The Living Daylights* is by Domark's Richard Naylor. All the programming teams — including the team on the arcade version — are all working from his game plan. In theory this means that all the versions should more or less be the same.

Richard believes it is probably the first time an arcade game and computer game have been designed at the same time.

Says Richard: "The Americans were going to design the game for us. What they came up with was something we did in *A View to a Kill*, three games in one. Nobody throught that was a good idea."

He feels that one of the problems of games based on films or television shows is that software houses take the licence and try and get a game to fit it. He set about it the other way round. "I thought I would do a game and then tie it into the film. In a Bond film there's bound to be plenty of shooting. I came up with the idea of a man walking along, shooting in front of a scrolling background. It was then a matter of tying the background and characters from the film to the game." In this way whatever else happens, Richard hopes the end product will be a highly playable and enjoyable game. So what type fo game is *The Living Daylights*?" It's definitely a shoot 'em-up," says Richard, "with a tiny bit of strategy in picking the right weapon for Bond to use."



THE PROGRAMMERS

The Living Daylights is due for simultaneous release across all the major formats.

It will also be out on an arcade machine.

The arcade machine game is being produced in America by a Mastertronic owned company, Arcadia, in the United States, who are also working on the Commodore Amiga version.

Sculptured Software are working on the Atari ST and Commodore 64 version.

Graham Stafford of Manchester-based Design is producing the Spectrum, Amstrad CPC and PCW versions.

John Kavangh and Pat McCormack, of De Re Software, the team behind Green Beret, are working on the Atari 8-bit version. Alan Malik of Exasoft is responsible for the BBC conversion.

Next month don't miss the next report on *The Living Daylights*, more screen shots, pictures from the film and news of an exclusive Bond competition planned for this summer.

Remember C+VG is the only magazine with a Licence to Thrill.





WHAT THE CHEEKY CHAPPIES FROM THE PRESS SAID...

"...We've got the akurate quote!...*Huge Lackie – Commodore Abuser.*
"...We've got the first quote!..."*Julio Bignall – KKRAP! 67.*
"...Brilliant...Stunning...Cor...Amazing Wow ...Double Wow...What's it called?..." *Tom Mitcroft – Computer & Video Nastie.*
"...Zip, Whee, Ping, Blip, Ping, Beep'..." *Dick Eddie – TRASH!*
"..........." *Anne Non – Proper Con Weakly.*
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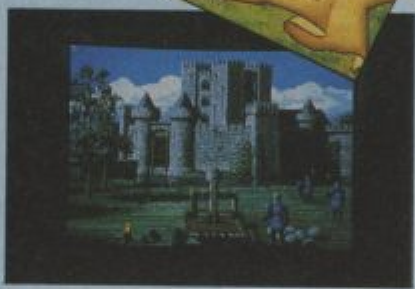
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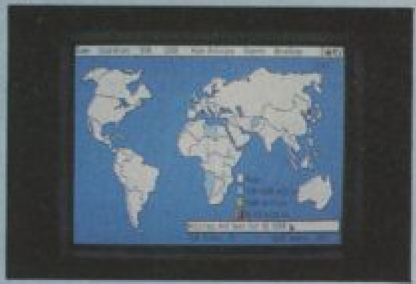


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C+VG.

MIRRORSOFT

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The menacing inhuman Sentinel has been having things his own way for too long! That's why C+VG's crack IDEAS Central squad went on the offensive to bring you this exclusive players guide. With Jackson T. Kalliber's right-hand man David Bishop in command, C+VG took on the Sentinel and escaped almost unscathed!

One of the first programs that really showed the Beeb could support quality software despite limited memory and graphical capabilities, was Acornsoft's *Aviator* written by Geoff Crammond. Geoff then went on to produce *Revs*

Initially for the Beeb and C64, *Sentinel* has that rare quality of being totally original, and was recently voted Most Original Game of 1986 at C+VG's very own *Golden Joystick* awards.

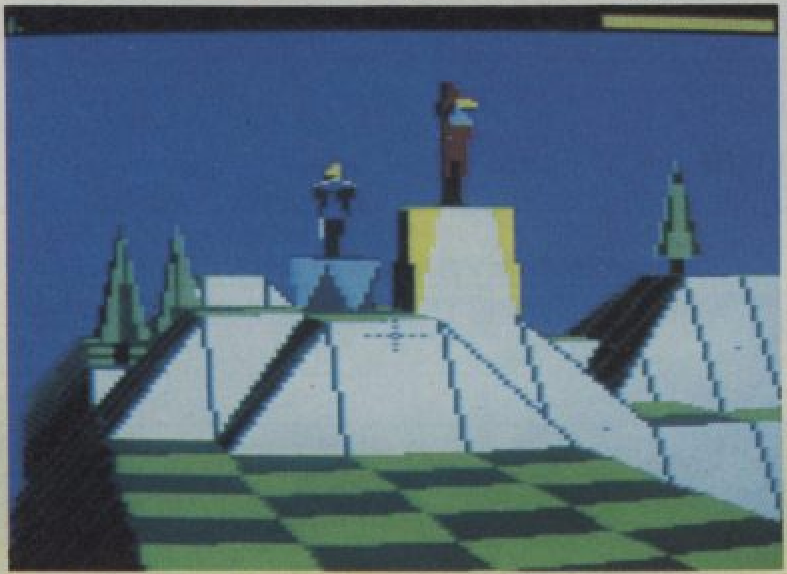
Now available for the Amstrad and Specturm the game finds you as a robot intent on working your way through the 10,000 landscapes which make up the world of the *Sentinel*.

Each landscape consists of mountains, valleys and plateaux. The plateaux are made up of squares, rather like vast, open-plan chess boards. By using the keyboard only controls, you can swivel round and look in any direction. You can also pan up or down.

To defeat the Sentinel in each landscape, you must absorb its energy. This is done by working your way up to a vantage point, from which you can see down onto the square the Sentinel is occupying. The catch is that you always begin at one of the lowest points in the landscape, normally with the Sentinel towering high above you. What is the secret to success in this highly original game?

After weeks of painstaking research, C+VG's have come up with, what we believe to be, the definitive players guide to *Sentinel*.

- Before entering a landscape for the first time, always examine the map carefully and try to work out where you might materialise at the start of the game. If you've tried this level before and failed, see if you recognize any features which may give you a clue as to the start position. You will normally start in one of the lowest points of the landscape, towards the front of the map — bottom of the screen.
- If you've identified your start position on the map, make a mental note of the relative positions of the Sentinel and any sentries. If you're still having problems hen make a quick sketch showing your position relative to the little horrors.
- Once you've entered a landscape, take time to have a good look round, and work out your first few moves in advance. Also look at the faces of the Sentinel and sentries — is one already looking at you or about to face you if it turns this way?
- Don't do a u-turn while you're still sussing out the landscape, as this will activate the Sentinel and sentries who will start to rotate and scan.
- If stuck in a particularly tricky landscape, try starting the game — by doing TWO successive U-turns — while looking up at the Sentinel and his sentries. Note which way they start rotating when the game begins. Mark this information down on a piece of paper if necessary. This should help you to formulate a plan as to which direction to go in order to avoid being scanned too many times early in the game.
- In some landscapes the key to success is patience. Don't be in a hurry to create a boulder and hop onto it. You may have raised yourself up into a sentry's line of sight, which could be fatal if it's already facing you. Remember, the lower your position in the landscape, the safer you are, protected by mountains etc. Use this to your advantage and keep your head down until the danger has passed. Then, when you hear the Sentinel rotate away, make a dash for it!
- In some landscapes, the only way to succeed may be to hyperspace early on. If you're having difficulty getting anywhere at the start of a landscape then try hyperspacing. Remember, though, this uses up three units of energy and you can't assume you'll find any trees to absorb when you get to the other end. So make sure you leave yourself enough energy to teleport away from your hyperspace destination. You'll almost always need to create a boulder or two, as well as teleport once you've hyperspaced somewhere.
- In most cases, resist the temptation to create too many boulders on top of each other on the same square. This is a dangerous ploy as





tinel

PLAYERS GUIDE

you're tying up too much of your energy resources on one square. This leaves you fewer options for the next move. Also, if you get scanned, you'll have less time to react rationally before all your energy has been sapped, not to mention the fact that the Sentinel will have a field day absorbing and re-distributing half the energy you've just spent ages collecting.

Finally, if you teleport onto the top of a large stack of boulders, especially one that is close to your present positions you'll use up precious seconds panning down until you are looking down on the square from whence you came in order to re-absorb your old robot. Whenever possible, avoid teleporting distances of less than ten squares. The further you teleport the quicker you'll be able to re-absorb your old robot,and any boulders he may have been standing on.

● Always be careful, when teleporting, that you can look back and re-absorb the energy from your last robot. If, for example, you teleport to a lower square, you won't be able to look down on the square you just came from as it would now be above you. This is particularly critical when teleporting from a robot standing directly on a square, but is not such a problem if your last robot was on a boulder as it acts as an extension to the square for absorption purposes — providing you can look back at the boulder that is!

The other circumstances under which you may not have a clear view back, is when teleporting long distances where a mountain may get in the way. You may well be able to see the top of your robot, but its base may be hidden behind the sloping side of a mountain.

● If you place a boulder on a square that is already being scanned by the Sentinel or a sentry, it will almost immediately be turned into a tree. Very often you will hear the sentry rotate after it has absorbed the boulder. This may mean that you can now teleport to the square with relative safety as the sentry will now have to rotate by almost 360 degrees before tit can scan that square again.

Of course, when you're up against a number of sentries, the only way of being sure that one of the others isn't now scanning the square, is to absorb the tree that was left and create another boulder in its place. It takes the Sentinel, or a sentry, twelve moves to make a complete rotation, so use you ears!

● NEVER absorb the Sentinel until you have despatched all the sentries. You will not be able to absorb any more energy — including sentries — once you've absorbed the Sentinel.

● Once you've got rid of all the sentries, don't be in too much of a rush to finish off the Sentinel. You will gain far more by scanning the landscape looking for trees to absorb. Remember, once you finally absorb the Sentinel and hyperspace out of the landscape, you will be taken to another landscape whose number is equivalent to the last one, plus the energy you had when you hyperspaced. The higher your energy level the more landscapes you can skip and, who knows, you may even see landscape number 10,000 this decade!

Don't forget, when the Sentinel saps your energy, it creates trees randomly over the landscape. So, when searching for trees you might have missed, take the time to scour areas that previously had none.

● To help you have enough time to flit around picking up stray trees before polishing off the Sentinel, it is vital that you know its relative position and direction of rotatation. Armed with this information you can adopt a strategy of operating in areas that have always just been scanned.

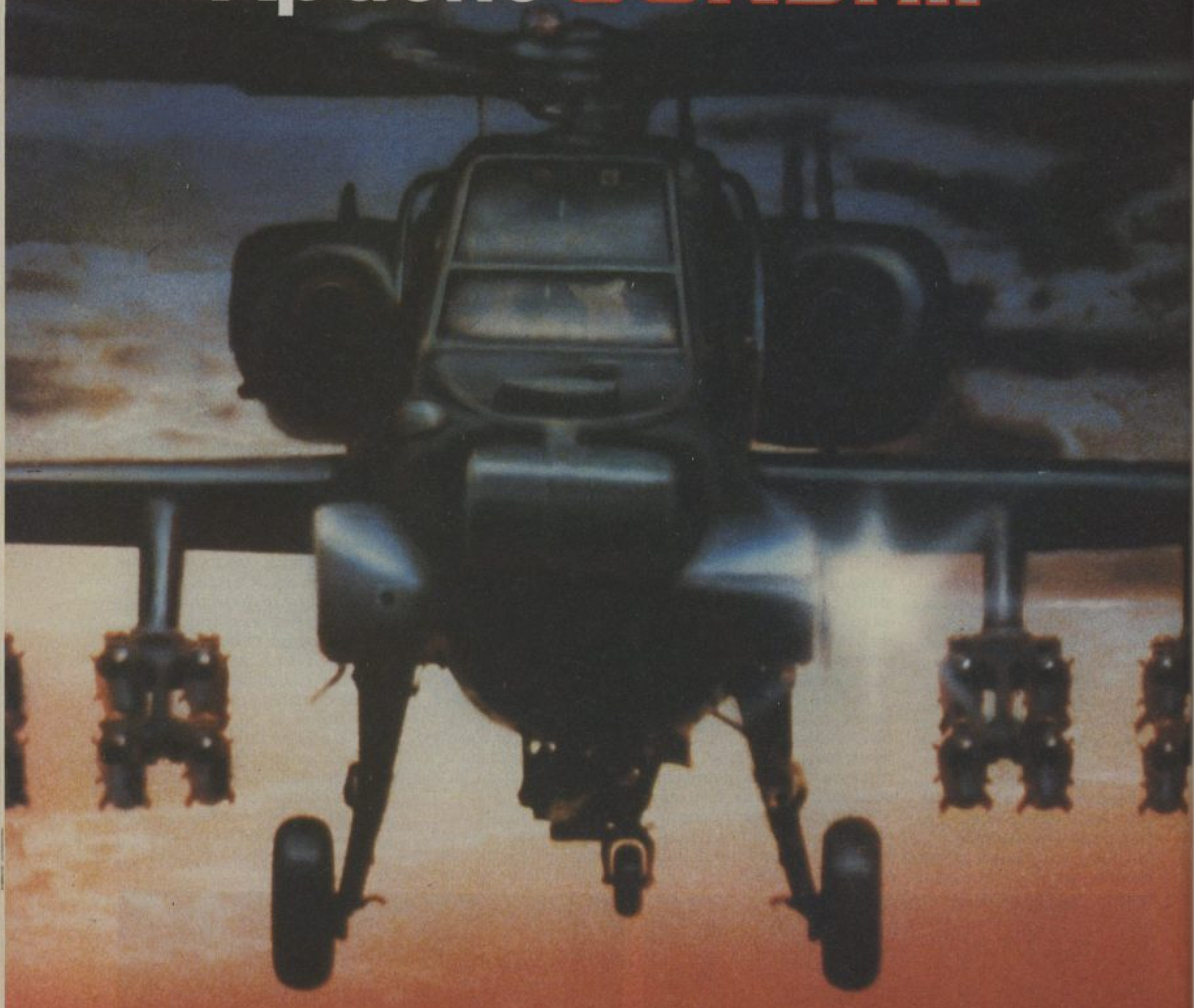
● Although nobody can be sure, it is unlikely that any of the 10,000 landscapes in the Sentinel are impossible to finish.

If all else fails, go back to the previous landscape you completed and play it again. The chances are you'll finish it with a different energy level next time so you can neatly side-step any level you can't do.





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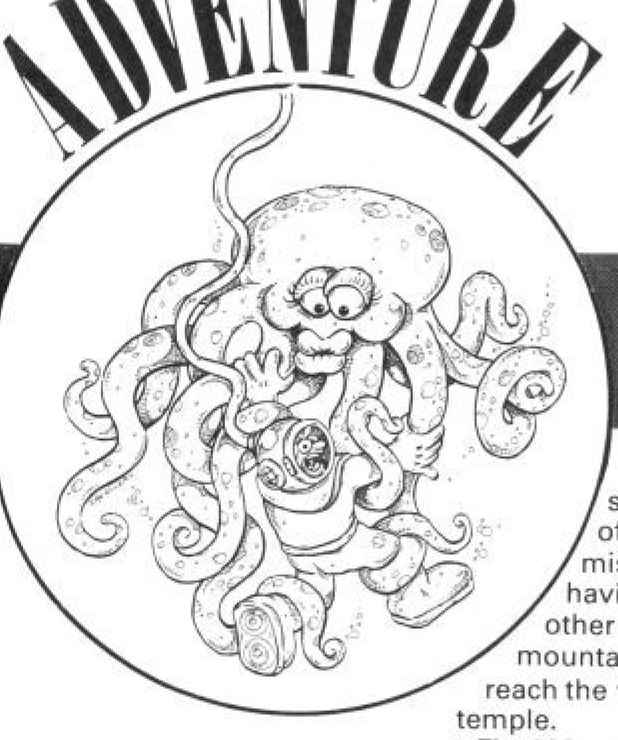
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ADVENTURE NEWS



● The **Ket Trilogy** is back! Remember those three Spectrum adventures from **Incentive**, that won the first person to solve them a video recorder? It's nice to see that they haven't died, and have just returned for the BBC and C64.

The C64 version has one of the most original features I have seen in an adventure. It has a self-drawing map! The top half of the screen starts off blank, and every time a new location is entered, it is drawn on the screen, with all its exists shown. If you revisit a place, there is a little man with a pointy stick, who moves about and points to where you are.

Of course, it would not be possible for many adventures to use a feature like this, for it all depends on whether the structure of the map lends itself to the treatment. But for these games at least, there's no more worries about which corner of the paper to start making your map — and you know you always get it wrong!

With two-word input, the games may look a little old now, but they are among the classics, and have some very interesting puzzles.

Mountains of Ket starts you off being reprieved from a death sentence for a framed murder, on condition you seek out and kill the Mad Monks, a group who have launched a series of vicious attacks on Ket.

Temple of Vran is the second stage of your mission, where, having got to the other side of the mountain, you reach the villains' temple.

Final Mission is where you complete your task. The trilogy costs £7.95 for C64, £9.95 for BBC.

● The **PAW** is **Gilsoft's** new **Professional Adventure Writing System**. This, like its predecessor *The Quill*, is a utility program that enables the user to write an adventure game without actually writing program code.

It has many advanced facilities, and to review it fairly would virtually require writing a full-scale adventure. Although much simpler than learning a language, and writing a program in it (and this has the advantages of machine code speed) it DOES require careful study of the two manuals provided.

The first manual is an introduction to writing adventures with the utility, and runs into 66 pages. But more important is the 72-page technical guide, which details all the commands available from the utility.

This is a professional-style manual for a professional piece of software, and requires a familiarity with computing and some of its terms. It is not for the computer-illiterate.

PAW will produce adventures with full sentence input, including speech to other characters in the game. Objects are individually weighted, and can be containers for other objects.

On top of that, there is a built-in RAM SAVE/LOAD facility, the ability to create real-time adventures, a powerful graphics editor, and text compression.

Don't buy *PAW* and think you will come up with instant results — it requires a lot of study and practice to make good use of many of the wide range of facilities it offers. I don't think that *PAW* will suffer the problems of *Quill*, in the plethora of cheap rubbishy adventures that began to get it a bad name.

We will not really appreciate its full power and value, until commercial adventures created with it have started appearing. For it strikes me that it is the likes of Fergus McNeil, St. Bride's School, Rod Pike, and anyone seriously interested in writing a really worthwhile adventure, for whom *PAW* is intended.

The *Professional Adventure Writing System is* from Gilsoft for the Spectrum 48/128/128+2 computers (it automatically senses which machine it is in, and makes use of the additional memory) for £22.95; Disc (3, 3.5, and 5.25 inch) for £27.95.

This includes postage and packing, and you can get it from Gilsoft International Ltd., 2 Park Crescent, Barry, S. Glamorgan CF6 8HD.

● *McKensie* came in for my exceptional vitriol because of a general lack of care in its writing. For example, a location which would be frequently visited is incomprehensible.

I do not apologise for bringing faults in logic and spelling to general notice. Too many adventures are published with easily correctible faults. That they appear suggests a lack of concern by the software house for the public, who deserve better.

I care for, and enjoy Adventuring, and will do everything that I can to improve standards. I hope this is the aim of all adventurers, and that they will join me in campaigning for what is their right.
Malcolm Harden, Sheppey.

● I must congratulate you on your review of *Kayleth*. Brilliant you said, and brilliant it is! Its real winning point is that all the puzzles in the game are solved by plain logical thinking.

Which leads me to the main subject of this letter: playability. There is a tendency now for programmers to produce puzzles that can only be solved by the "stand on left leg eating ham on rye with the right hand and reading *Mein Kampf* with sunglasses" approach. This apparently produces 'a game to stretch your mind to the limits. Illogical thinking doesn't make a game brilliant — *Kayleth* is hard but I'm slowly solving it by LOGICAL thinking.

Lastly, a tip of my own. Shop around! I found *Kayleth* at the amazing price of £2.99. I've just bought *Ten Little Indians* (so it's old!) at 99p!
M. Blackary
Basildon

● Congratulations on a brilliant adventure section. But what happened to the promised solution to the *Hitch Hikers Guide to the Galaxy*.
Stanley Williams
London

Keith replies: Sorry but I lost my towel and couldn't complete the game — yet. But I'm trying. Honest.

ADVENTURE HELPLINE



So you think you recognise the name of reviewer of *Egyptian Adventure* this month? You're right! It's none other than that arch-loony from Jersey, the abominable *Pimaniac* **John Yeates,** prolific writer of totally daft letters to the *Helpline!*

But John is a big boy now — he's even into long trousers — so I called his bluff, and sent him an adventure to review on his Beeb. It turned out that he wasn't bluffing at all, and came up with a very readable and refreshing review.

●**R. Beardon** of Kings Lynn cannot get past the custodian of the ring at the entrance to the Royal Palace, in *Ring Of Power.* It seems he needs a password, and Mr Beardon does not know of any word that the custodian will accept.

Stewart Ferguson is playing *Redhawk.* Is it an adventure or isn't it . . .? Well, giving the game the benefit of the doubt, can anyone tell Stewart how to get information from the librarian, how to find the vase, and how to go down at Heath station?

Sitting on the station seat, **Laurence Taylor** keeps dozing off, and by the time he wakes up, the train he wants has gone. How can he catch the right train in *Dracula*? The answer is right there in the



clues section Laurence!

Helen Goddard of Dagenham keeps giving money to the tramp, in *Spytrek Adventure* but fails to get anything in return. She should satisfy his family's needs after parting with about £6 — and then get something in return! Has anyone alse experienced this trouble, and if so, on which computer?

There's a message in *Rebel Planet* that reads: "Above the holy door, ignore the first and the last, strike through the centre, this is the middle." So says **Phil Wight** of Wellingborough, who is dying to know what it's all about. Can anyone enlighten him?

Wilmer Kingman writes from Ireland to say he is unable to convince Yurek of his good intentions. He is, of course, playing *Kayleth*, and wants to find a dime, and discover how to get back out of town.



Desperately seeking Gramps! That is the main worry of **Ragnar Tornquist** of Norway, currently playing *Tass Times,* which he rates above *The Pawn.* Who knows where Gramps is hiding?

How do you get past the Japanese soldier in the airfield building, asks **P. A. Hardy** of Sheffield, whose imagination isn't quite up to the problems in *Imagination.*

Darren Funnell is playing *Spy Trek,* and has taken a break to do a spot of sewing. Tell him someone — how can he sew the sheet?

Where is George's record? And what is the password for the Swordfish Club? These are two of the problems stumping *Dodgy Geezer* **Jonathon Marshall** of Ealing.

How can the timegate be made to operate, and how can **Richard Brock** be helped across the chasm in *Masters Of The Universe?*

Inca Curse raises its ugly head again, with a plea from **Stuart Walker** on how to open the panels in the pannelled room. He is also troubled with the crystal in *Souls Of Darkon.*

●Does anyone remember a game called *Hareraiser?* A game? It was in infuriating treasure hunt puzzle, promising a £30,000 and was released around December 1984.

Mr J. J. Mailinowski raises the subject, for not only did he fail to even approach how to go about solving the puzzle (said to be simple enough for a four-year-old), he does not recall the promised sequel,



necessary to complete the puzzle and claim the prize.

Funny you should say that, Mr M, for I felt the whole thing was rip-off for a mere set of pictures of near-bunnies and clouds!

I actually reviewed *Prelude,* part one of the 'game' (but not in the adventure section) on page 46 of the December 1984 issue.

I cast doubt on whether the prize was genuine: "Could it be that we have to wait for sales to reach a pre-determined level before we see any sign of *The Finale?*"

And I gave it a value rating of 12 (if you win) and 2 (if you don't!) The game was from a company called Haresoft — has anyone ever heard of them recently, and where did the *Finale* get to? Come to that, where did the prize get too?

As Mr Mailinowski and I suspected — a software rip-off!

Scott Cuthbertson wrote along similar lines to a number of other people over the past few months — the matter of Atari adventures.

"When I look through your reviews I always find that 99% of them are for Commodore 64, Spectrum, Amstrad, and BBC, and there are hardly ever any Atari reviews."

Come on, Atari owners! Most adventures are released in a number of different formats, and many ranges INCLUDE the Atari. That includes adventures from

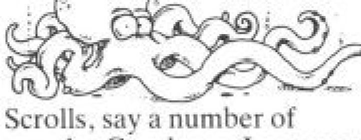


Level 9, Infocom, and Magnetic Scrolls, as well as some older titles from Adventure International.

We really can't be expected to print additional reviews of the SAME game, Specifically mentioning we played them on an Atari! In the end, we support your machine as much as the software houses do — we just cannot do better than that!

●What's this? A letter from France is a very rare occasion on the Helpline, and here is **Patrick Montier** of Rennes offering to drink a whole bottle of genuine French Perrier, if only I can tell him how to dock on Rama! Make it vin rouge, Patrick, and look in the clues?

●The controversy is raging! The Infocom parser is far better than that of Magnetic



Scrolls, say a number of people. Goodness, I am even being told off for daring to suggest otherwise!

"Heaven forbid!" as **Dave Lebling** would say! There is no doubt that both parsers are powerful, and difficult to see that any others can beat them. But they are different.

The case CAN be argued either way, I suggest, and your point of view might well depend upon how you phrase your commands. So don't just tell me what you think of the two parsers — I want

PROBLEMS? THEN WRITE TO KEITH CAMPBELL, COMPUTER+VIDEO GAMES, ADVENTURE HELPLINE,

ADVENTURE CLUES

●Thanks this month for the help, to: **Mike Thomas,** Caerphilly; **Helen Goddard,** Dagenham; **Phil Wight,** Welligborough; **M. Anderson,** Wirral; **Paul & Glenn Gibney,** Carrickfegus; **Adam Bennet,** Charfield; **Finn Rosenloev,** Denmark; and **Gregory Quinn,** Portadown.

KENTILLA: Examine the bedposts, and dip your find in green liquid. Tie the rope to the stalagmite and pull it twice. Use the furnace to turn diamond into graphite.

THE HELM: The signs are decoded by A=Z; B=Y; etc.

SUBSUNK: Spread the butter on the tubes.

IMAGINATION: Pinch your arm to return to reality.

RENDEZVOUS WITH RAMA: To dock on the second screen, fly over all red spots until they become white, and then dock when they are at the centre of the north face.

REBEL PLANET: Melt glass with laser to get a bone.

SEE KA OF ASSIAH: On the roof, fit the harness to the bird and then mount it.

MARIE CELESTE: To get Dymethium crystals: From galley go north and get gloves. From utility go W, S, E, S and get freezer. Then go N, W, D, W, N, N, N, W. Drop the freezer and open it, then get the ingots and put them into the freezer.

ZZZZ: To leave the bus, fire the gun and wash in bathroom to get the basket. Aim at target and fire gun. Aim gun at duck and fire again. Go to emergency exit, open the door, and leave the bus.

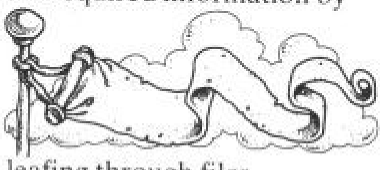
KAYLETH: a little exploring outside the Kromer will yield an AZAP clue.

DRACULA: Holding the cross, lift the seat, use the gift as a key, and open the door. No more cold! Go to the station the next morning, and buy a ticket for Stratford. The train you want is over the bridge on the second platform. Something from the store dropped from a tree will deal with Renfield.

examples!!!

●As most regular readers of C+VG will know, the **Adventure Helpline** is here to answer your adventure problems. We can't hope to keep all the answers in our heads indefinitely, so we enter many of the clues on a database.

Although we have hint-sheets and solutions, it is usually much slower to get at the required information by



leafing through files.

The database has not only been seen by many adventurers, on our Helpline stand at the past three PCW Shows, it has been demonstrated on Channel 4's *Four Computer Buffs* and Grampian's *Bits 'n' Pieces* computer programmes.

Not a flat-file storage system, the database consists of three files linked by pointers, and the data is held on two disks, both of which must be present on the drives.

One file holds the names of the games, one holds the problem keys, and one holds the text of the solutions. I wrote the program in Basic on a TRS-80, and developed it from time to time, to add improved facilities.

But the TRS-80 is now, sadly, an obsolete machine. Not only that, but the disk space occupied by the data has now almost filled up, and the data cannot be extended much further without the addition of a third drive.

So the time has come for a change, and this has meant rewriting the program for another, newer, machine. I chose the Atari ST, and used Fast Basic, a language that comes in cartridge form, and offers not not only speed, but some very powerful facilities not found in most Basics.

The double-sided drive offers a capacity of one megabyte, whilst, once running and filled with the existing data, I hope to move it over to a 20 megabyte hard drive.

Already the program is nearly finished — just a litle more debugging to do! Once complete, the whole Helpline service should be more efficient.

Helpline assistants **Paul Coppins, Matthew Woodley** and **Steve Donoghue**, all have an ST, so they will be able to run the database when answering your letters, instead of using the present hardcopy



printout.

The program will be running on line during phone-in period, and we should be able to get to the answer you want much faster!

●My mailbox gets bombarded with Adventure fanzines all seeking a mention in the column. Most are amateur publications, produced by enthusiasts for enthusiasts, and many attain quite a high standard.

It's worth reporting on one or two of the best which have been around for some time.

You may remember an earlier mention of *Adventure*



Probe, then newly started. That has come on a long way since it first appeared, and currently at its ninth issue, is running into 60 pages. It has a clubby atmosphere, provides hints and solutions across a wide range of adventures, as well as having its own Helpline, and general interest articles.

Probe tends to concentrate on obscure home-grown titles for its reviews — useful *if you* are into low-priced software on a regular basis. For major games you will have to wait some time — *Colour of Magic* was described as a new game in the February issue! *Adventure Probe* costs £1 monthly, and is availabe from its editor, Sandra Sharkey, 78 Merton Road, Wigan, WN3 6AT.

A commercial venture, now in its 15th issue, is **What Now? — The Adventureer's Handbook,** which has just changed over to being properly printed on high quality paper.

This is absolutely packed with solutions and maps for well known adventures, ranging in the issue that came my way, from *Mystery Funhouse* to *Zzzz.*

There is also a wargaming section, and Adventure Contact page.

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ADVENTURE PREVIEW

FRANKENS

The master of horror is back! In case you have got over the shock of playing *Dracula*, Rod Pike is about to strike again with his own authentic version of *Frankenstein*. KEITH CAMPBELL previews the game . . .

For most people, the name *Frankenstein* conjures up a mental picture of a rather moronic, lumbering giant with bolts through his neck. But not for Rod Pike, creator of *Frankenstein Adventure*.

As with *Dracula*, his highly successful first venture into Gothic Horror, Rod has gone back to the original book written in the last century by Mary Shelley.

"*Frankenstein* was not at all like the clod-hopping image popularised by Hammer's horror movies," says Rod. "He was a big creature, certainly, but he was also very agile, and sensitive. Far from being moronic, he was an intellectual."

So Rod has spent a lot of his effort, and used a major part of the adventure, to build up the "real" character, all leading to what Rod hopes will be seen as a really horrific finale, involving the player emotionally.

Although making the game as faithful to the story as possible, it was necessary to deviate from the plot in some places, or it simply wouldn't have worked as a game.

So while much of it is driven by the narrative, there are puzzles built in to provide the game play.

But the puzzles take second place to the text, because Rod's aim is for people to enjoy *Frankenstein* as they would a gripping thriller.

Dracula was written using *The Quill*, and *Frankenstein* has exactly the same texty look about it. Yet there was something different about it on my pre-production disk.

On the C-64, the response time — *Quill*'s strong point — was little short of abysmal.

I took this up with Rod, who was also puzzled. He wrote it using Incentive's *GAC*, at the suggestion of CRL who preferred him to move away from Quill ". . . to please the reviewers . . ."

With part three of *Frankenstein* still to be written Rod intended to pursue the matter with Incentive, and hopefully come up with a cure.

Of the adventure authors who use proprietary Adventure Utilities, there are few who have made the change from *Quill* to *GAC*.

But one who has is in a far better position to compare the merits of the two, than reviewers who only have time to play with them, as opposed to using for real to write a full-scale adventure.

At first, Rod had great difficulty in getting the condition statements to work. He was setting them up in a way that was perfectly OK according to the manual.

It wasn't until he read Incentive's *Guide to the GAC*, that it all became clear. "It's like gold dust, that book, for anyone using the *GAC*!" he exclaimed.

Once mastered, he found the multi-word command feature was a lot less limiting than *Quill*, and overcame the 255 character location description limit by stringing three or four together to create his lengthy narrative passages.

Impressed with *GAC*, on the whole, though, he still likes *Quill*, apart from its limitation on the number of characters of a word it checks.

Now it's here, *Frankenstein* was an obvious choice with which to follow the chart-topping *Dracula*. But it wasn't Rod's choice. "Don't tell the readers, for I still might do it," he explained, "and I wouldn't want anyone else to get in before me. I wanted to write *xxxxxx*, but *CRL* preferred *Frankenstein*."

Hmmm. Come to think of it, *xxxxxx* would make a rather good gothic horror adventure . . .





► SUPPLIER: CRL
► MACHINES: SPEC/AMSTRAD/C64
► PRICE: £7.95
► REVIEWER: KEITH

I had played at being God, and created a being from a jigsaw of limbs, the best, selected from the bodies at charnel houses. And then I breathed life into them, and was suddenly facing the most hideous and deformed creature imaginable. I fled in terror, leaving the door open behind me.

Four years later, my sister was brutally strangled by a "monstrous giant" who then hurled her body from the top of a ravine. Now I, Dr.

NSTEIN

Frankenstein, presently in my bedroom at my father's house, must find and destroy him.

That is the background to the story, and where YOU come into the picture. Starting from your father's house, by the bank of a lake in Switzerland, you set off in search of the monster, still at large.

An encounter with a grizzly bear slows your progress down, but eventually you make your way to a nearby village across the ravine, where a boat aids your somewhat perilous journey across the lake.

The second part opens with a tragic meeting with a young widow and her blind father, who have suffered a bereavement which they describe in horrific detail.

Their story, and subsequent events, leave you shaken, guilt-ridden and more determined than ever to track down and destroy your monstrous creation. The culmination is the first encounter with the being.

As this is a preview rather than a full review, I cannot comment on part three, which was still in development at the time of writing. But Rod promises that it will convey the full horror and mixed drama of the character.

Certainly the text is extraordinarily atmospheric, and the game structure combines to make it come over well in a horror-adventure setting.

To add to the drama, there will be digitised graphics. These won't be produced using the *GAC* graphics facility, but developed separately by the team at CRL, and integrated with the *GAC* program.

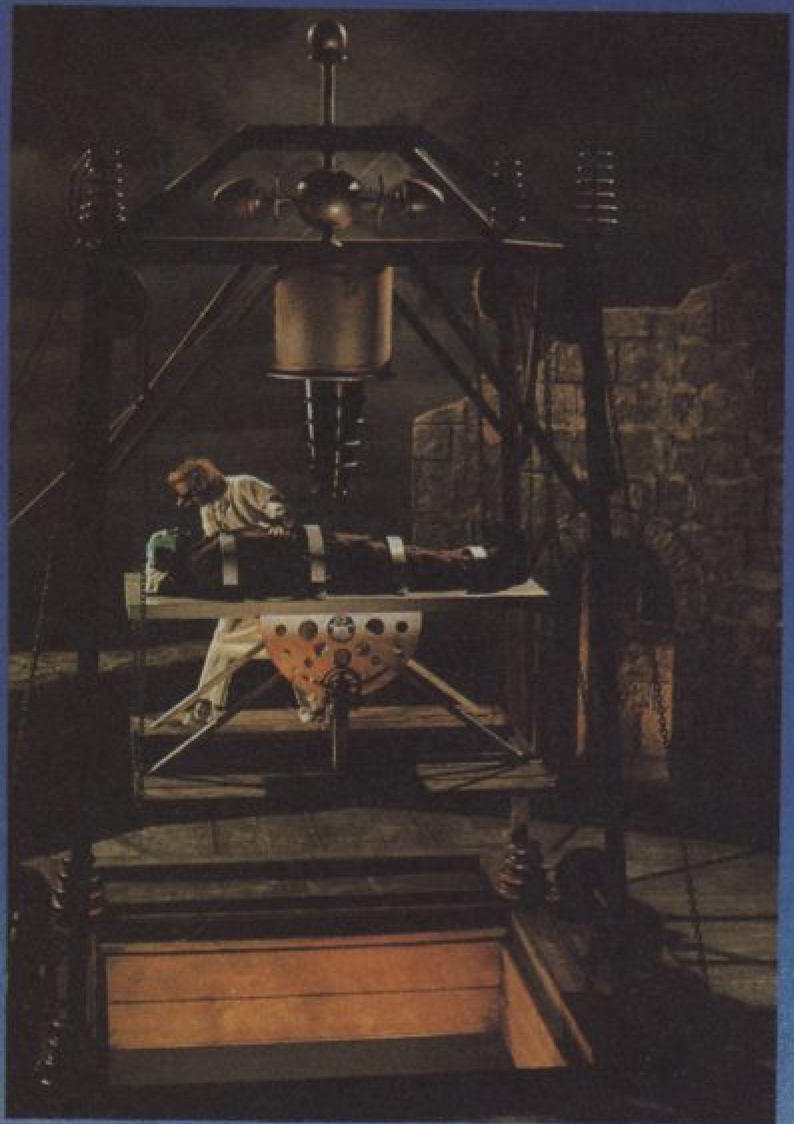
In particular, a gripping animated sequence is planned for part three, which will heighten the climax to the game.

Multiple commands are supported if separated by a comma or an AND, and complex sentences such as GET THE KNIFE THEN THROW IT are also valid.

Part two recognises speech, albeit in a fairly limited way, by prefacing a command with SAY followed by a comma.

If you enjoyed *Dracula*, then you are going to like *Frankenstein*. The same formula of going back to the original story, and not holding any punches with the suspense and horror, has worked again to make what I think is an even better adventure.

I think it's going to be another sure fire hit for Rod Pike and CRL. I can't recommend it too highly.



▶ VOCABULARY	6
▶ ATMOSPHERE	10
▶ PERSONAL	8
▶ VALUE	9



ADVENTURE 1 REVIEWS



GRANGE HILL



Last year C+VG held a competition to find the Adventurer of 1986. Entries were divided into two classes, for UK and overseas readers. The overseas results were announced in January and here are the UK results. The winner, Paul Exley, also reviews Grange Hill.

- **MACHINE: CBM 64, SPECTRUM/ AMSTRAD**
- **SUPPLIER: ARGUS PRESS**
- **PRICE: £9.95**
- **VERSION TESTED: CBM 64**
- **REVIEWER: PAUL EXLEY**

"'Ere, Holo, you know what they've gone and done now, don't you? They've only gone and made a game about us.!"

"So? Nearly every programme on the box has its own game, Gonch."

"Yeah, but don't you see? It's a nice little earner."

"Great. Let's hope Bronson doesn't find out about it or it'll be detention for us."

"No, Hollo, you don't understand. It's all right, legal and all that. We receive royalties for the game."

"Brill! You're a genius, Gonch."

"Well I try my best."

Grange Hill is the latest television programme to make the transition to pixels. Based on the hit children's soap about the ever-so-slightly anarchic school, the game centres on the misadventures of the dodgy duo Luke "Gonch" Gardiner and Paul "Hollo" Holloway.

Anyway, Gonch has had his Walkman confiscated during maths. The last time he had his stereo confiscated it was stolen from the staff room by some swine. His mum was less than pleased and now checks he has the new one every time he goes home. Since Gonch isn't in the mood to be killed by his mum he decides to break into the school and steal it back. Hollo, his faithful sidekick, volunteers to help.

The game is supposed to combine arcade and adventure elements but fortunately fast reactions are not needed as the only arcade element is the use of a joystick to move Gonch through the school.

Objects can be picked up, dropped or used just as in an ordinary adventure. Some of their uses are not immediately obvious. For example, the paper plane is used to get matches on the high wall.

Various characters from the series also put in an appearance, usually as a hindrance. These include Imelda, Mr Griffiths, the caretaker, and a drug pusher. When you try and talk to the pusher the program makes a feeble attempt at speech. If any one knows what he says, send me a postcard.

I now have a shock for all you fellow Commodore 64 owners. The graphics are inferior to the Speccy version! This is not so much an accolade for the Spectrum as criticism of the Commodore version.

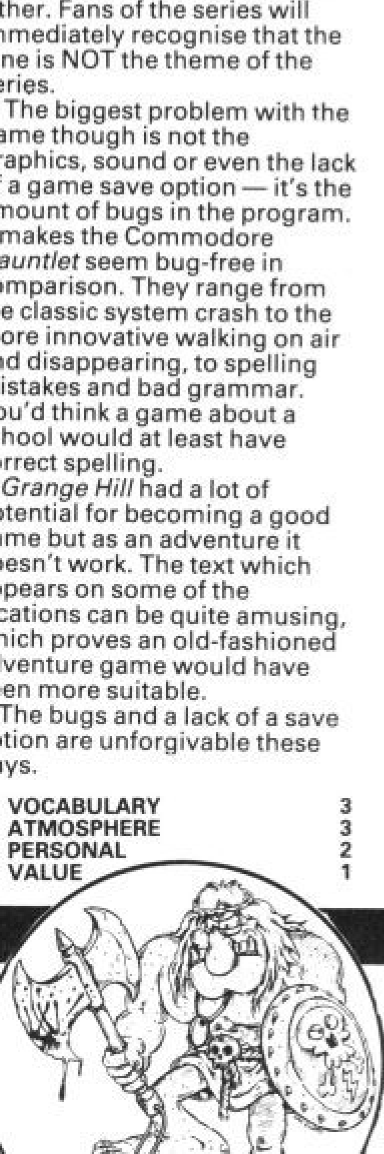
The sound won't give Rob Hubbard many sleepless nights, either. Fans of the series will immediately recognise that the tune is NOT the theme of the series.

The biggest problem with the game though is not the graphics, sound or even the lack of a game save option — it's the amount of bugs in the program. It makes the Commodore *Gauntlet* seem bug-free in comparison. They range from the classic system crash to the more innovative walking on air and disappearing, to spelling mistakes and bad grammar. You'd think a game about a school would at least have correct spelling.

Grange Hill had a lot of potential for becoming a good game but as an adventure it doesn't work. The text which appears on some of the locations can be quite amusing, which proves an old-fashioned adventure game would have been more suitable.

The bugs and a lack of a save option are unforgivable these days.

▶ **VOCABULARY**	3
▶ **ATMOSPHERE**	3
▶ **PERSONAL**	2
▶ **VALUE**	1



ADVENTURER OF THE YEAR

Of the UK entrants, we selected six finalists who scored substantially more points than everyone else in the first round.

Each entrant had to list the games he had completed, and so first, to check the validity of those lists, six questions were asked of each finalist, relating to a number of the games on his list.

Part two of the final consisted of another general adventure quiz, covering a wide range of topics, and this was answered by all the finalists.

The winner of the competition, and C+VG Adventurer Of The Year, is **Paul Exley**, a sixth former from Bury, who notched up 40 points out of 40.

Hard on his heels, was runner up, **John McCann**, of Lisburn, in Northern Ireland, also with a full house, but with fewer games solved.

Two other entrants came within a hair's breadth of the same score. **Gareth Williams**, of Swansea, and **William Hern** of Aberdeen, both scored 39 points.

All the finalists did extremely well, showing their knowledge of adventure games to be confined not only to those they had played.

A high degree of awareness of what is going on in the adventure world was displayed by all of them, plus a background of adventure history.

Among the general questions asked, for example, were: "What was the title of Brian Howarth's first Mysterious Adventure, and for which computer was it first released?" (*Golden Baton*; TRS-80) and: "What famous adventure program disk was once put in the oven by the author's wife before it was complete, and what is the author's most recent title?" (*Adventureland; Fantastic Four*)

Paul, our winner, came down to London to receive his Trophy, and met **Paul Coppins** and **Matthew Woodley** of the Adventure team.

After lunch, he went along with Matthew and **Paul Boughton**, C+VG's Deputy Editor, to visit Elstree Studios, where the popular BBC TV series Grange Hill was filming. *Grange Hill*, the computer game, is being released by Argus Software.

Many thanks to the BBC, and to **Dave Carlos**, for making Paul's visit possible.

The three named runners up in the competition, which each receive a free six-month subscription to C+VG.

Meanwhile read Paul Exley's review of Grange Hill.

ADVENTURE 2 REVIEWS



PRINCE OF TYNDAL

- ► SUPPLIER: TARTAN SOFTWARE MAILORDER: 61 BAILIE NORRIE CRESENT, MONTROSE SCOTLAND
- ► MACHINE: SPECTRUM
- ► PRICE: £1.99
- ► REVIEWER: STEVE

Prince of Tyndal is another adventure which uses the tried and tested theme of evil villian stealing magical object to protect kingdom. Prince must find and steal back object to restore order and good fortune.

The story unfolds with you as the Prince of Tyndal, the central character to the plot.

Being a prince obviously means you are far too easy to recognise, therefore you dress in the clothes of a peasant making discovery of your real identity much more difficult by the dark forces who would set out to destroy you.

My first problem was escaping from the walled city in order to begin my task. Now it may seem odd having to escape from somewhere which is in essence, home ground, but the guards on the main gate don't take kindly to allowing peasants to wander about freely.

The answer as always was to escape over the city walls with the help of a piece of rope, which although easily found, proved a lot harder to acquire than seemed apparent.

One location which particularly gained my interest, was a pleasant little cottage beside a woodland glade.

All attempts to enter this place proved fruitless until I remember a little politness and walked right in.

A quick search inside soon revealed some items which I thought would come in useful later on, but leaving this charming place proved more difficult trick, so once more I was on my way.

How many people like a friendly adventure? I do, and in this game you must make friends to help you win through.

In fact a generous application of good old charm is required to convince a whole crowd of them to do you a good turn. Otherwise you'll find that all your efforts are in vain.

To say any more would give the game away, but for once, rent-a-crowd sure comes in useful.

There are a fair number of locations in the adventure, and most of them must be visited to complete the game.

In general, the puzzles are well laid out, and usually quite logical in their solution. (I liked the touch where you must be captured and thrown in a jail cell before you could progress further.)

Quite a few of the locations have graphics to accompany them and the usual SAVE/RESTORE from both RAM and tape are implemented.

Prince of Tyndal is reminiscent of the early Scott Adams series of adventures and what is more, at only £1.95 this game is a steal.

► VOCABALARY	7
► ATMOSPHERE	7
► PERSONAL	8
► VALUE	10

KOBOYASHI NARU

- ► SUPPLIER: MASTERTRONIC
- ► MACHINE: CBM 64
- ► PRICE: £1.99
- ► REVIEWER: MATTHEW

What on earth is *Koboyashi Naru?* Well, to be specific it is the final trial for those who wish to be like Keith and become an immortal.

It all starts off when you are sent by the Overlord Of All to the Closed Chamber on the world of Igor. In this chamber there are four doors. One is at present closed, and the other three are the doors to tasks.

The doors are labelled Knowledge, Wisdom, and Understanding, and by entering one of them you enter the task. So with only your wits to help you (a distinct disadvantage to some of us) you start the adventure.

The game is played using the joystick or cursor keys, with no input from the keyboard. Entries are made by selecting one of 23 verb icons, and the text description window at the bottom of the screen. In the middle of the screen is the picture frame.

For example, if you want to jump a pit, you first move the joystick to highlight the JUMP icon, and press the button. The verb has now been selected, and the noun is chosen by joystick, in the same way, from the text at the bottom . On pressing the button, the action is carried out.

This all sounds a bit difficult, but in fact it is very easy to master,and you soon find yourself in total control.



Koboyashi Naru is quite interesting as a game. As a concept it is not totally different from Mastertronic's *Zzzz*. The storyline seems a bit thin at first, and although the game is difficult to start with, it is worth persevering. At first, when you enter a new location, your eye moves to the text description window, but this means you often miss information scrolling in the message window at the top of the screen.

The graphics are extremely basic, and add little to the atmosphere, but they are drawn instantly. For £1.99 this is certainly worth looking at. Perhaps it is the future of adventure games. Personally I hope not.

► VOCABULARY	7
► ATMOSPHERE	6
► PERSONAL	8
► VALUE	8

SHADOWS OF MORDOR

- SUPPLIER: MELBOURNE HOUSE
- MACHINE: SPECTRUM / AMSTRAD / CBM
- PRICE: £7.95 / £14.95 (CBM CASSETTE / DISK
- VERSIONS TESTED:SPECTRUM / AMSTRAD / CBM
- REVIEWER: KEITH

Well, it's here, and I rather wish it wasn't! *Shadows Of Mordor* is the second *Lord of The Rings* adventure, based on Tolkien's epic The Two Towers.

In this game Frodo and Sam, whose roles you can play, have travelled down the river where they found themselves at the end of the first game, and are now on an island in the middle of the lake, and secretly gone on their quest, which is to cross the wastelands and the evil mountains surrounding the homeland of their enemies.

Sam is equipped with all sorts of objects, the inevitable backpack, greencloak, rope, matchbox — yes, the list is familiar. So off we set, me being Frodo, and Sam tagging along. There weren't any bus stops of signposts around, so we trudged from dreary ridge to desolate plain, until we came to the edge of a cliff.

Smeagol was a constant visitor to our location, but once there, had the habit of sneaking off into the bushes with alarming regularity. What on earth he was up to in there I care not to guess — I only know that when I tried to follow him, something very blank happened on the Spectrum and Amstrad, while nothing happened on the Commodore. And I mean nothing — I had to turn the computer off to regain control of it. But I understand this has been corrected.

Yes folks, it's written in Inglish, that wonderful Australian parser that is so exciting because you never quite know what it is going to do next.

It is said to understand complex sentences, but it seems you need a keyboard with an Australian accent, for when I typed SAY TO SAM "GIVE ME THE SWORD" I got a rather deranged SAM DOESN'T SEE ANY ME TO GIVE TO THE SMALL SWORD. On the other hand,a simple GIVE SWORD got me the sword.

The screen layout has been simplified since *Lord Of The Rings.* On C-64 and Spectrum you get a blue single line band at the top indicating which role you are currently playing (you can swap between the two using a BECOME command), a yellow four line command and message window at the bottom, and the rest of the screen is white and carries the narrative.

On the Amstrad the categories of text are difficult to distinguish between when all lines are in use.

The locations descriptions are said to be lengthy, but in fact are rather short and drab. To make them appear verbose, they are bulked up with fairly useless information which is repeated ad nauseam.

If for example, Sam is with you , you also get:' Frodo can see Sam. Being carried by Sam are a beautiful small sword, a matchbox, a canvas backpack, a fine green cloak . . .' And if you open the backpack, the matchbox, or anything else that contains something, you get the contents of that thrown in, too, which makes for quite a lot of repetitive reading to make sure you don't miss an important part of the message.

The reponse times are better than those of the game's predecessor, but even then, the Commodore version is very sluggish, and all have an annoying delay after the reply has been screened, before control is returned to the player with the prompt. This leads the fast typist into inadevertantly entering many commands which then go unrecognised because the first few words or characters were not accepted as input.

Only the Commodore version has graphics, and these are limited in number on cassette. These pictures are reasonable, although in no way exciting, and display is effected by switching over to a graphics screen whilst the text response is in mid-flow. The effect, if you are not expecting a picture, can be quite startling, and frustrating, too.

I found the game rather boring, and put an end to it all with a SAY TO SAM "KILL ME WITH SWORD". He understood that all right.

VOCABULARY	6
ATMOSPHERE	5
PERSONAL	4
VALUE	5



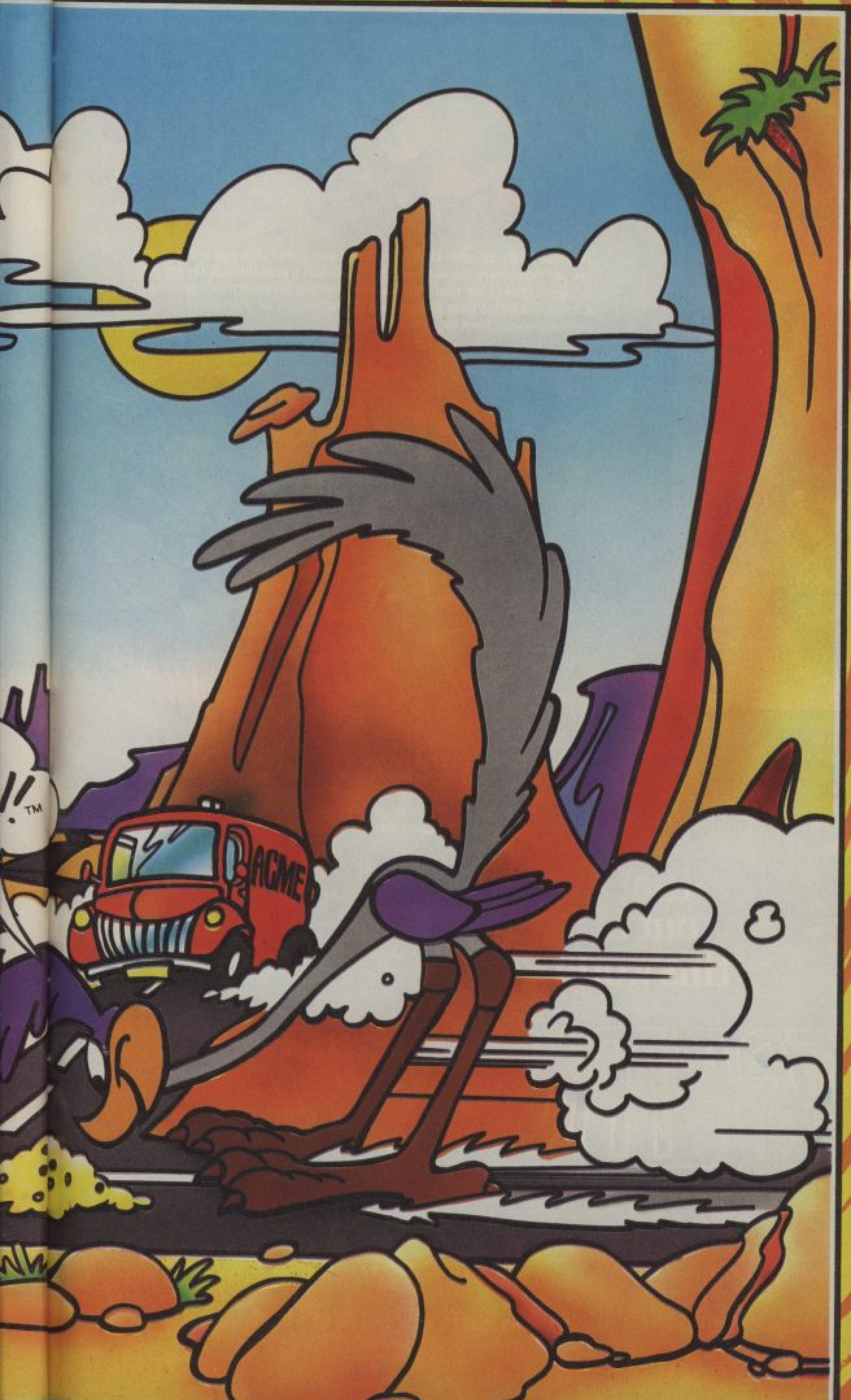





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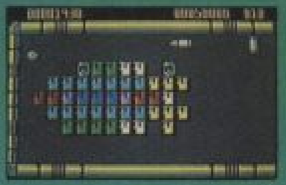
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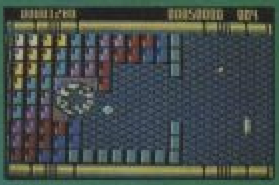
We're sure you'll overcome all the dirty tricks he can throw at you with ease, agility and grace and a haughty "Beep Beep". Overcome them that is if you've got nerves of steel, the reflexes of a wildcat and the speed of the fastest bird on two legs, otherwise its sorry, goodnight and "Burp Burp"!!!

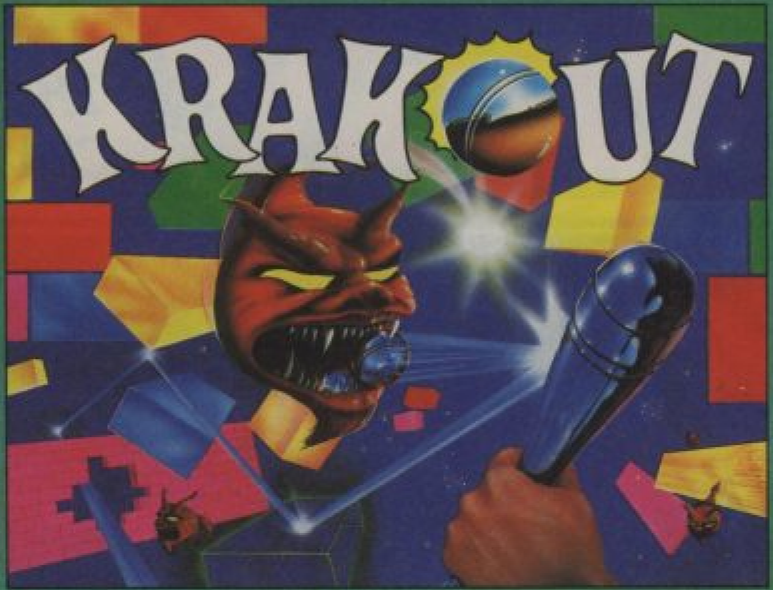
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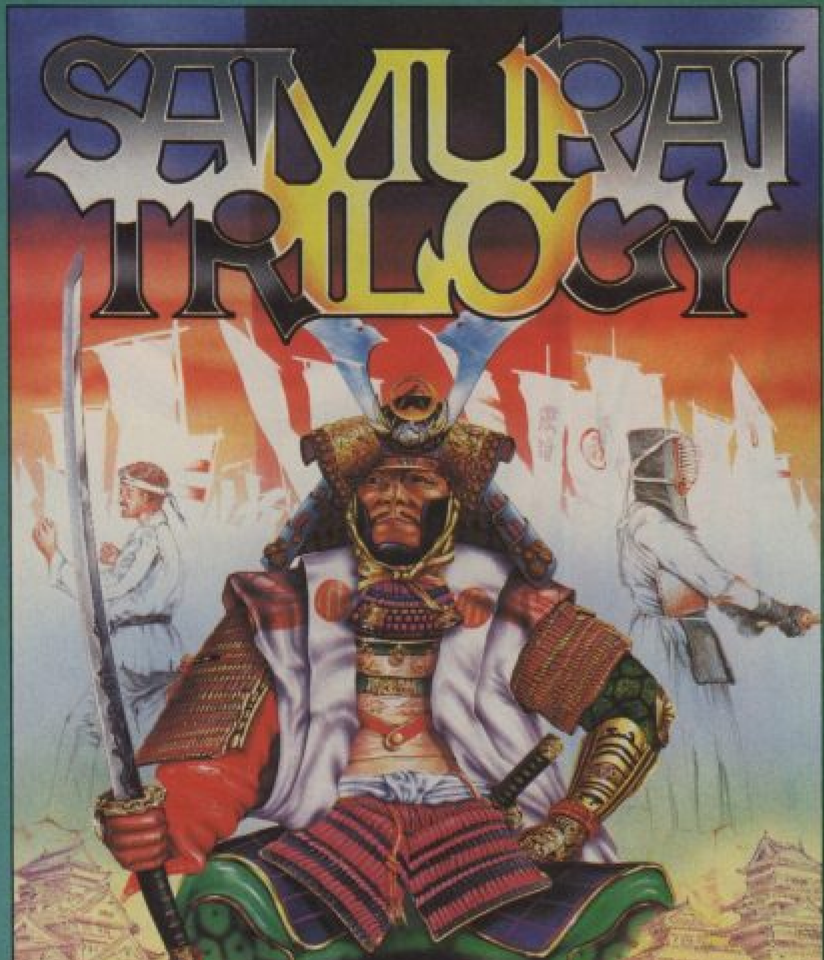
Software...



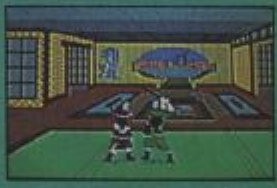




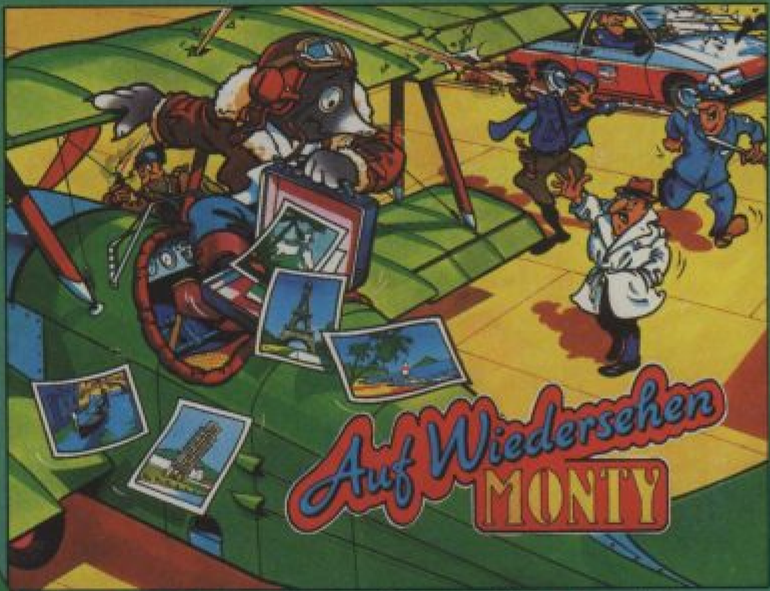
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CBM64/128 Amstrad £9.99 Tape
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COMPETITION RESULTS

● NEXUS

Alan Rae, East Sussex;
Richard Spence, Co Down;
Richard Rahaman,Surrey;
Miss Emma Roberts, Tewkesbury;
Samu Mielonen, Finland;
Tom Ryan, Surrey;
James Crawford Wood, Camberley;
Adam Brake, Dorset;
James Dean, Peterborough;
Tim Rose, Harrow;
Robert Karn, London;
Ashley Ball, Stoke on Trent;
Stephen Hayes, Sheffield;
Rennie Mason, Strahaven;
Bob Bennett, Luton;
Justin S Eagleton, Manchester;
Steven R Miller, Lances;
Philip Grant, Renfrewshire;
Jamie Pearson, North Yorkshire;
Jan Tydeman, Essex;
Mark Watkins, Bucks;
Stephen Dickman, Cardiff;
Owen Lambert, Pontypridd;
Vivian Darlington, Shropshire;
David Heath, Newcastle;
Paul Slack, Mansfield;
Martin R Smith, West Midlands;
Paul Mastro, Nr Rotherham;
Richard Walker, West Midlands;
Mark Platts, Sheffield;
Andrew Paynter, Clwyd;

● LEVIATHIAN

Anton Pryczka, Pontypridd;
Ian Gould, Inverness;
Mark Taylor, South Glamorgan;
Richard Spenc, Co. Down;
Lee Corfield, Manchester;

● DUNJUNZ

Edward Newiss, W Yorks;
Simon Robertshaw, Manchester;
Matthew Seddon, York;
Phil Wilson, Notts;
Simon Shaw, Essex;
Scott Yerby, Cambs;
David Hall, Manchester;
Dylan Williams, Gwynedd;
Andrew Barnes, Hants;
Jason L Riley, Torquay;
Robert Smith, Wolverhampton;
M Evers, Holland;
Daniel O'Riordan, Cheshire;
James Duncan, Beckenham;

● IRON EAGLE

Steven McGrath, Belfast;
Stuart Fullbrook, Reading;
Graham King, Essex;
Paul Williams, Leicester;
Taria Ahmed, Liverpool;
P F Burman, Lincoln;
Steven Coltherd, Tyne & Wear;
Azhar Hussain, London;
Guy Sanders, Herts;
Robert Brown, Coventry;

● COSMIC SHOCK-ABSORBER

J. Gathercole, Essex;
David Patterson, Herts;
Richard Knights, Norwich;
Alan Rae, East Sussex;
Johnny Markusson, Norway;
Steven Miller, Lancs;
Andrew Paynter, Clwyd;
David Hardy, Nottingham;
Paul Drew, Lancashire;
Howard Riley, Lowestoft;
Robert Karn, London;
Jason Allen, Essex;
Xavier Pick, York;
Stuart Thomlinson, Amersham;
Theo Cresser, Essex;
Adam Thompson, Switzerland;
Lee Corbett, Staffs;
Martin Smith, West Midlands;

Next Month...



● Join us on a rollercoaster ride with **Indiana Jones** — as he sets out to conquer the **Temple of Doom** in the latest coin-op conversion on the way from US Gold. We'll have an up to the minute exclusive on the game that's going to set your pulse pounding!

● Our FREE giant colour poster will raise your blood pressure too — it's a giant **Barbarian** extravaganza complete with muscle bound warrior and the lovely princess Maria.

● Remember **Hitchhiker's Guide**? Well, the eccentric creator of Zaphod Beeblebrox is back with a new game called **Bureaucracy.** C+VG has been talking to Mr Adams about his game, life, the universe and everything. If you want to find out how towels came to play such a large part in The Guide don't miss July's C+VG.

● Want to own your very own gangster style machine gun? Then the next issue of C+VG contains an offer you WON'T be able to refuse. **Prohibition** is a great new game from **Infogrames** and they want YOU to have a replica Thompson machine gun — known in the trade as a Chicago Piano. I'd rush down to your newsagents as fast as a speeding bullet on June 15th if I were you!

● Talking of competitions we've got a mega-game giveaway from **Codemasters.** You'll be able to win EVERY game the budget-beaters have released for YOUR computer.

● You'll also be able to get your hands on some truly awesome sounds for your audio system when you experience our wondrous **Mastersound** tape/record offer.

● More sounds come in the shape of the **Virgin Now!** Competition. You could win the COMPLETE set of Now compilation LP's!

● A very special computer gets the C+VG special treatment next issue.

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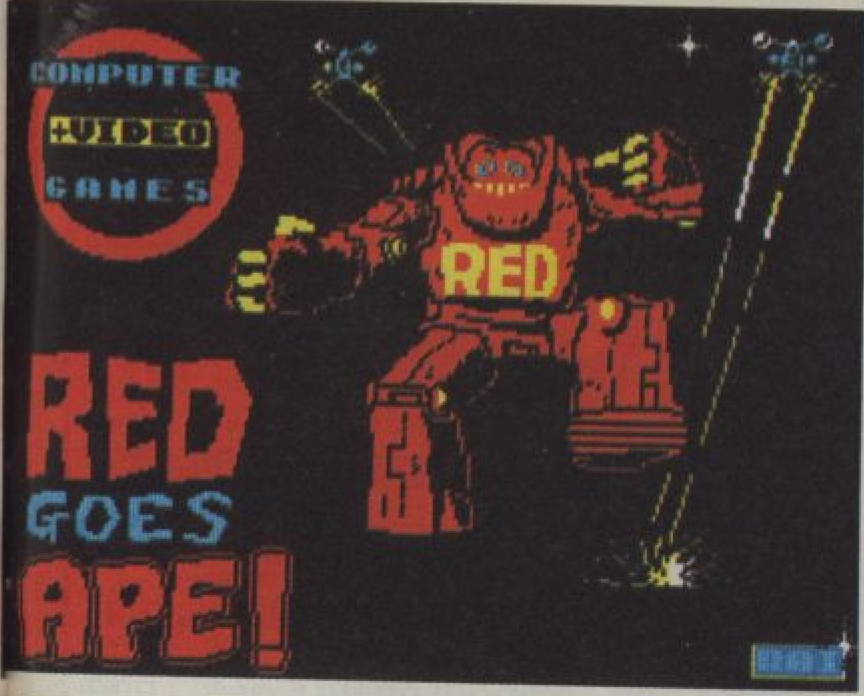
Hey turn off the Vivaldi and stick on the Mantronix tape! This 'aint no ordinary art gallery. It's the C+VG readers showcase where YOU can show off your computer art skills. Over the past couple of issues we've been featuring some screens on our news pages. Suddenly we were deluged with pictures so we decided to devote a whole feature to your screens on a regular basis. This time we've got some stunning pictures from the enigmatic Captain Kirk, alias Lee Armstrong from Leeds, Big Red fan H. Rai from Gravesend, and a couple of mystery personalities. OK, so we unfortunately lost the accompanying letters whch only goes to show how stupid we are. But, please, when you send us tapes or discs make sure that your name and address is CLEARLY marked somewhere on them so we CAN'T lose your ID! Also, if you are sending a disc please include CLEAR loading instructions and a menu if you can. If the people can write and tell us who they are we'd be much obliged! Meanwhile, keep those pictures coming. And no, the Cyborg screen isn't a readers effort — but we thought you'd like to see it anyway. Here's the address: Computer and Video Games, Frame-Up!, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



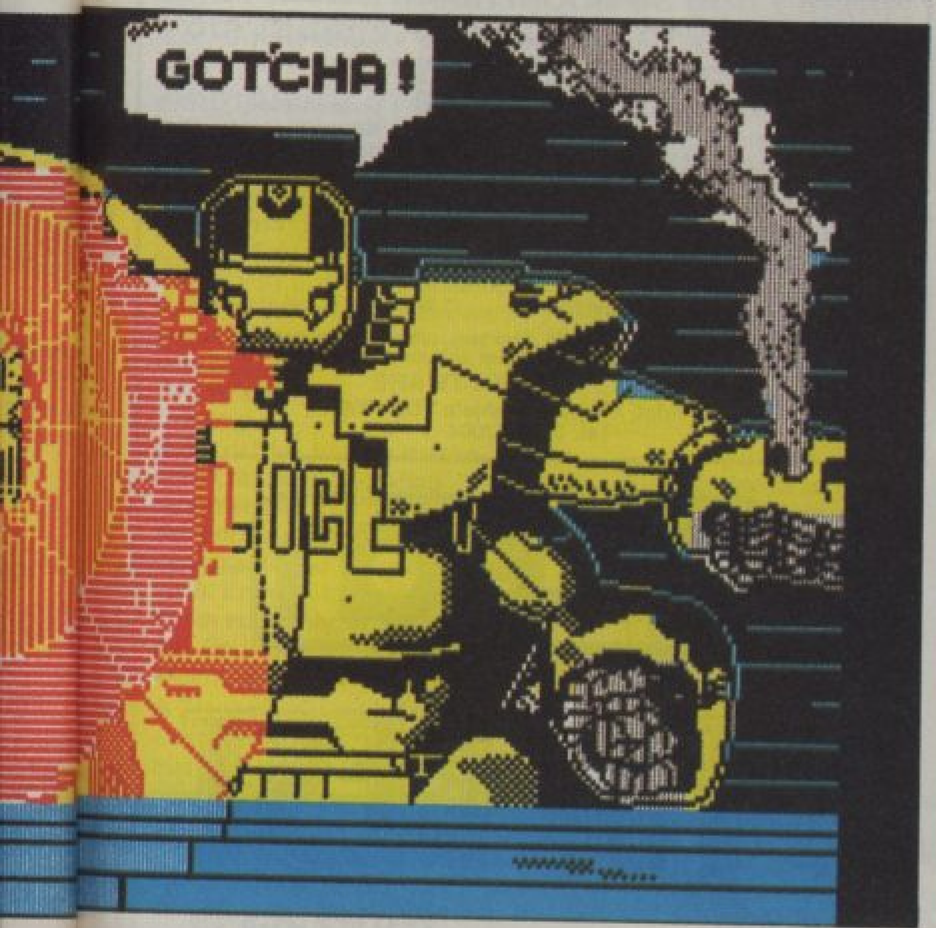







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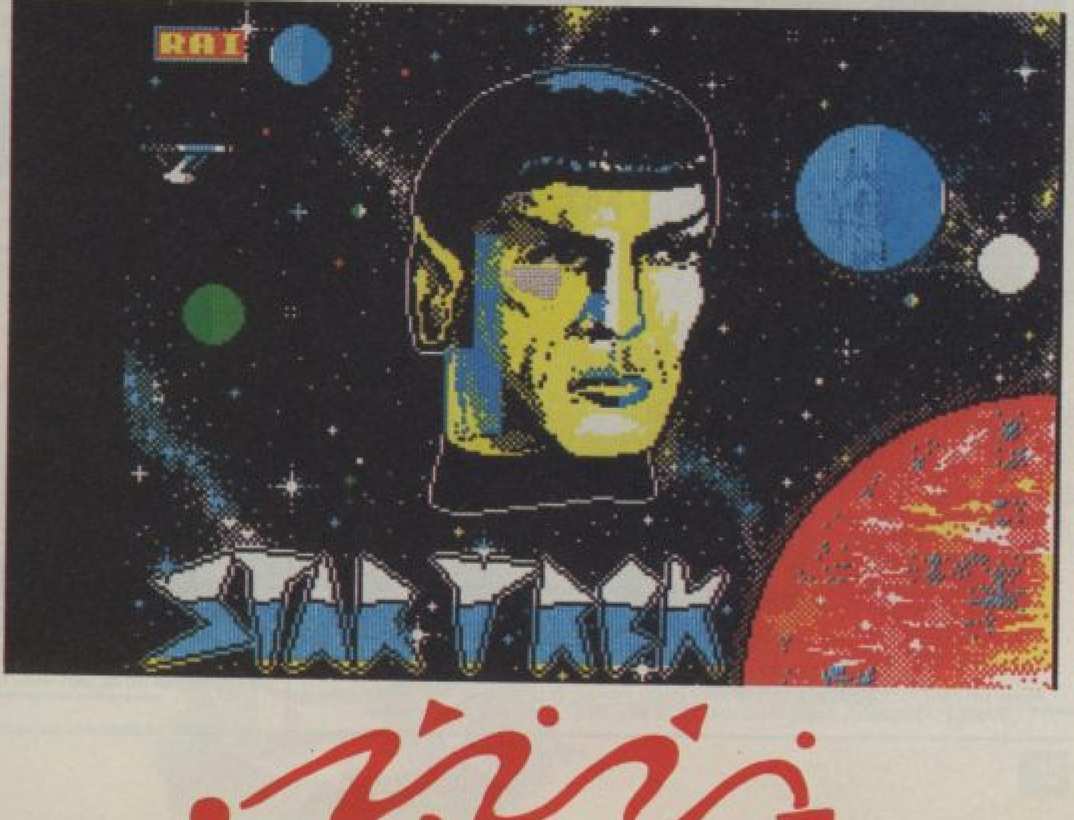

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Mailbag.

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Hey you! Look hear. Gimme some attention. NOW! Big Red here again and I'm in a mean mood so don't think your moans, complaints or whinges will get any sympathy from me. I've a complaint of my own — rust.

● Ever since your November issue I have been wondering about making the Alien mask, but never got round to it. Then again I am not very good at that kind of thing. So, I wondered if any were for sale, if so how much would they be?
Sim Wilkinson
Grimsby

● **Sorry Sim, but the masks aren't for sale. The Alien monster featured on C+VG's November cover was specially commissioned. It cost around £250. Enough to make you sit down suddenly, eh? Which I did. On the mask. It's not very well now.**

● This is the first time I have written to your magazine so I hope that you will tolerate the fact that most of what I want to say has little to do with computers.

First of all, when will someone create a computer game where the graphics make you feel that you're really in the scenario.

Elite is one game that gives you the feeling that you're really in space, but what about walking on the ground of another planet, entering buildings, entering and flying spaceships, and doing all the sort of things that you'd dream of doing if you were on another planet. *Mercenary* when it is available for the Amstrad sounds very promising, but when you are outside a spaceship, you are apparently not armed with a hand blaster. *Explorer*, which has just come in, sounds like just the thing, except that the reviewers are unenthusiastic. I myself am not interested in this game, if you have to wait for the graphics to build up every time you turn round. A large scale version, ie *Swords n' Socery*, would be welcome, I think. *Cholo* probably makes up for the things missing in *Mercenary*, but you are not you in the game, but a controller of a robot. Which brings me to the things I want to say.

If the home computer can't help you bring all your dreams come true, then why not someone create a live game of your dreams. I am talking about live adventure games, or life role playing games. *Treasure Trap* and its successor *Labyrinthe* are here for people who want to dress up and enter a world of actual excitement and adventure. But those adventures are the type pertaining to swords and sorcery. When will someone create a live science fiction adventure game?

So, the people of *Labyrinthe*, and to anyone else with lots of money, will someone please create a live science fiction adventure game, with laser pistols, alien soldiers, a maze with six feet high walls, computers, corridors, rooms, a castle, etc? A space opera equivalent of the *Labyrinth* game?

Let me know if someone has turned this idea into a reality

I echo C+VG's reaction to the response to their *Xevious* competition. Virtually all the spaceship paintings/drawings were brilliant!

My favourite artists include Chris Foss (how about a C+VG illustration cover by Foss?) Tony Roberts and Peter Elson.
Patrick Lee
Herts

● **Game graphics are improving all the time. Check out some of the Atari ST and Amiga adventures. Seeing is believing. As for live role playing games, they are becoming increasingly popular. The high tech style games you like are hugely expensive to set up. Remember the feature we did a couple of years back on Planet Photon in America? That's the type of game you'd love.**

continued on page 106



Mailbag.

Computer + Video Games
30–32 Farringdon Lane
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● Last issue Wayne asked people who went to the PBM convention to write, so I have. Yes, I was one of the idiots who came miles and miles from Lincolnshire just so we could look clever and say: "Well, I went to the PBM convention in London."

The actual convention wasn't what J'd expected nor anywhere as big as I thought it would be but it was a great day out and we had lots of fun. We had decided before we went to spend five hours at the convention, but when we arrived it looked as though we had given ourselves four hours too many, but we were wrong.

Talking to other players, watching live role playing, entering competitions and collecting leaflets helped to fill our time qutie well.

But the most interesting thing (apart from reading a C+VG which I bought there) was talking to the people who run the PBM's I play.

These games are *Vorcon Wars*, games 78 and 91, *It's A Crime, Crisis* and *The City*.

This brings me to a point I'd like to raise concerning PBM's now that you have your own PBM section. Why don't you leave half a page so people can leave messages and try to contact other PBM'ers in the same games as them.

If anyone out there is in the same games as me in Vorcon Wars please contact me.

I am going to give the convention 8 out of 10. I found it very interesting and I shall certainly be attempting to go again next year.

Edmund Howard
Horncastle
Lincs

● **Glad you enjoyed yourself at the PBM Convention Edmund! The C+VG team certainly had a good time.**

● I have been the proud owner of a C64 since 1985. Before I got hold of this machine I had a Spectrum+. Now, I bought a Commodore because I am a so-called "simulation freak" and it seemed to me that the CBM would satisfy my needs better.

My question is if you could satisfy my need a little too. I think there is too few flight simulation reviews in C+VG. Have you for instance given a review on the exclusive simulation JET? After all this brain breaking complaining I will give you a piece of advice. Why don't you make a section for simulation only, in your magazine — similar to the adventure section. I do believe that there are a lot of people who are intersted in flight simulation beside me.

Thomas Buskop
Norway

● **Where have you been? We reviewed Jet a long long time ago and reckoned it was really too expensive for what it was.**



● Being a grandmother with four grown 'up' children and four grandchildren, I thought you would like to hear from me. Not all readers of C+VG are 'kids'.

I am a very keen adventurer but have recently started playing role-playing games.

I saw *Phantasie* advertised and ordered it for my son's birthday present just before Christmas — here starts another US Gold saga.

Strategic Plus Software rushed it to me before his birthday despite the Christmas rush — only to find it had no Dungeons as the back of the disk was blank. As soon as Christmas was over I sent for another copy, as by then I had built up quite a formidable party. Strategic Plus Software tested all their disks out to find none had Dungeons. Then after about two months they got copies with Dungeons and sent me the first one! With great excitement I started to play it — my sons were more interested in solving *Bard's Tale*.

Imagine my horror when it loaded and I went into the first Dungeon only to have it crash when I came out! After that it crashed time and time again. So, in desperation I asked Strategic Plus Software if they had an American copy — they hadn't but said if I sent in my two faulty disks they would get one. I now have an American copy which plays perfectly and is so good my sons have finished *Bard's Tale* and are now engrossed in *Phantasie*!

I know this is probably too long to print but please mention how good Strategic Plus Software have been in trying to rectify the bad mistakes made by US Gold — I've just order the US Gold edition of *Phantasie II* what's the betting that it doesn't work!

Christine Taylor
Brecon

● **I must say you've got a lot more patience than me. I'd would have asked for my money back long before. Let's hope that *Phantasie II* is complete when you get it. How about it US Gold?!**




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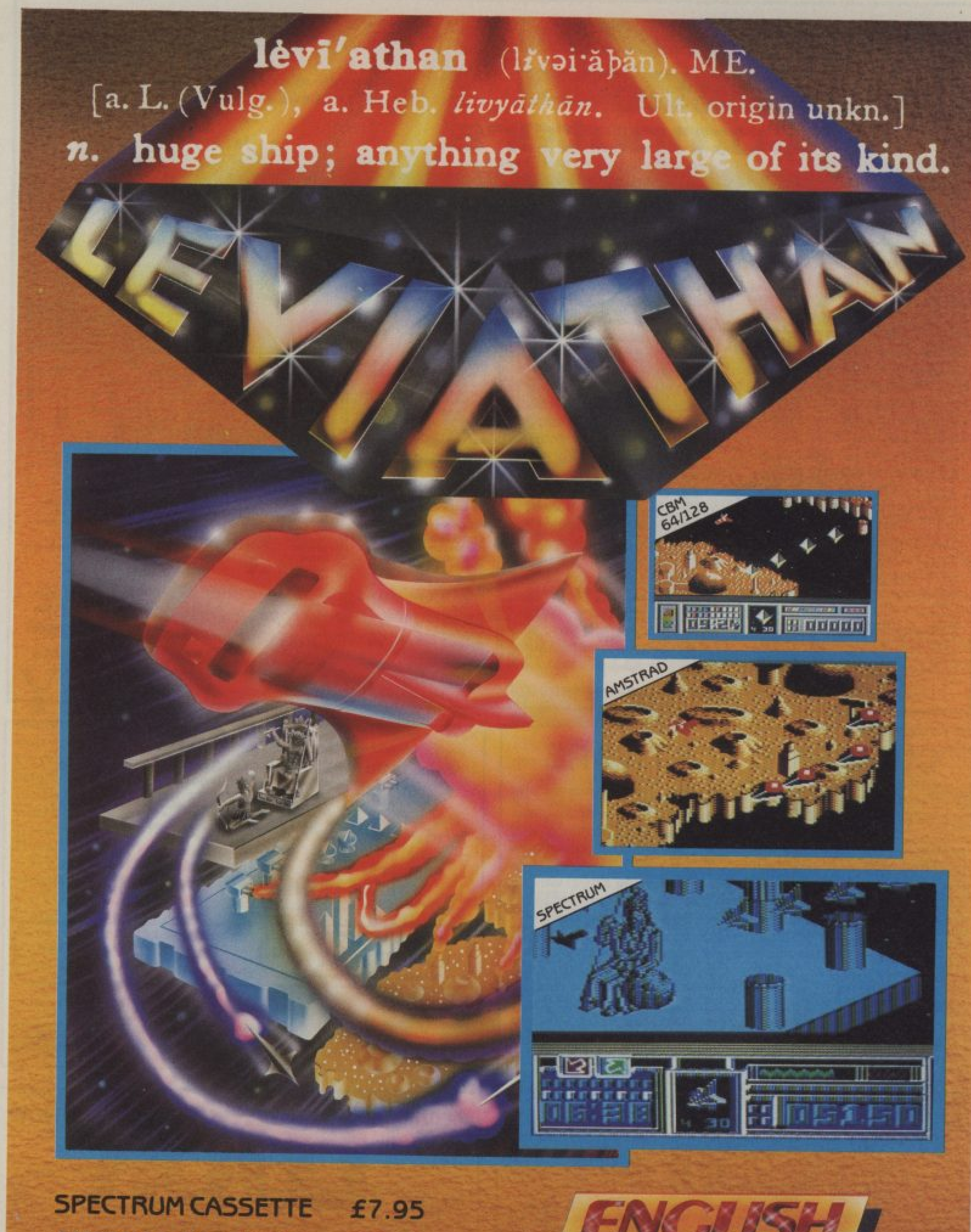
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Wayne's Play by Mail

Another bumper bundle to get through this month, with two games to review, and the April competition results to be announced plus your letters. So let's get to it!

Yes, this is what you have ALL been waiting for. The April competition results. Before I tell you who won what, I would like to thank everybody who enterd and can assure you that every letter was read by yours truly. I promise you that all those nice comments you write won't go to my head. Honest!

It was nice to see that there is such an interest in PBM among C+VG's readers. I have listened to your comments and have taken most of them on board. However, I like hearing what YOU want from the PBM column so keep those letters coming in!! Now for the results:

PANGEA

It was obvious from the mail I received that **Michael Moorcock's** Elric of Melnibone was the most popular fantasy hero, so I chose a couple of people for that reason alone. The full list is shown below: **Jerard Ross**, Inverness — Akien Drum; **Darren Archer**, Essex — Thor; **J. Rich**, London — King Arthus; **Matthew Skidmore**, Halesowen — Elric; **S.R. Louglin-McHugh**, Ramsgate — Elric; **Paul McDonnell**, Byker — Elric; **Greg Conway**, Essex — Repton; **Iain Clement**, Basingstoke — Thomas Covenant; **Steve Saunders**, Mansfield — Robin Hood; **Guy Roppa**, London — Frodo.

I'm going to start up in this game soon, so watch out!

MUSKETS AND MULES

A popular competition this. The full name of the person who led the Prussian forces which took part in the Napoleonic war was: Fedmarschall Gebhard leberecht Furst Von Blucher. The winners are: **John Perkins, Jack Leese, Duncan Armour.**

FURTHER INTO FANTASY

You could have named any three of the following six wives of Henry VIII's to stand a chance of winning this competition: Anne Boleyn, Anne of Cleeves, Catherine of Aragon, Catherine Howard, Catherine Parr or Jane Seymore.

The ten winners are: **Susan Hoams**, Berks, **Aengus Stewart**, Killyeagh, Co Down; **Edward Robinson**, Limerick; **Anthony Wilson**, North Bransholme; **Alan Wheatley**, Banffshire; **Philip Walace**, Newport; **Gareth John**, Trevor; **Bill Wernham**, Invernesshire; **David Walker**, Oxford; **Mark O'Mahony**, Bantry, Co Cork.

I already play this game and in fact I'm number one at the moment. So again, be careful, as my character is evil incarnate and has already demolished a town! All the winners' names and addresses have been sent off and should have heard something by the time they read this. Also the ten people who get a free start up in *A E's* will be notified by Legend shortly.

REVIEW: KINGS OF STEEL

I have been inundated with requests to review a PBM wargame so this issue I am looking at *Sloth Enterprise's* **Kings Of Steel**.

Kings Of Steel is a games master moderated, roleplaying wargame.

Only twelve players participate in a game at once. The game lasts either twelve or thirteen turns, one per month or one per every three weeks, over the period of a year. It is possible for you to participate in more than one game at once if you wish.

The aim of the game is to become the number one player and therefore win the game.

Background:

For many aeons, the continent of Arcana has been governed by His Imperial Majesty, The Overloard of the World — a thoroughly nasty piece of work — via his armies, the Blackstar Legions plus other local auxiliaries.

The Overlord carried out a policy of ruthless expansion which resulted in the free peoples of the world being scattered around the fringes of the continent, littering the swamps and the foothills, leaderless and without hope. The prospect for revenge or retribution seemed remote indeed.

However, news has reached you of the Kin-war. It seems that the overlord's mighty empire has grown decadent and decayed due to its enormous wealth and power. Rumours speak of a huge civil war that has drained the Overlord and his armies of much of their power and mighty strength.

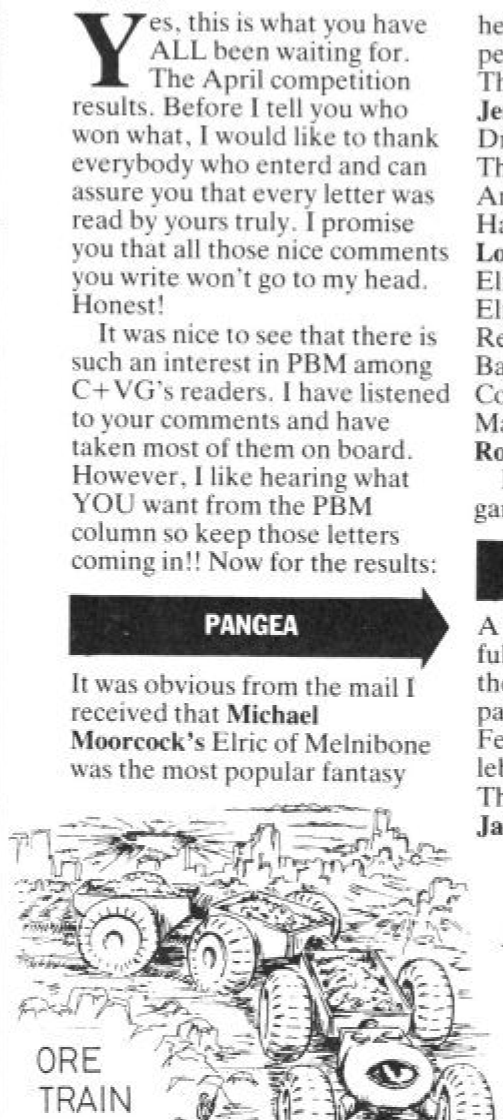
Finally these rumours are confirmed and it seems that treachery and desertion are rife amongst the Blackstar Legions. No longer do armies of evil roam the country, maiming and killing innocent folk. No longer do powerful wargalleys bring additional troops across the straights.

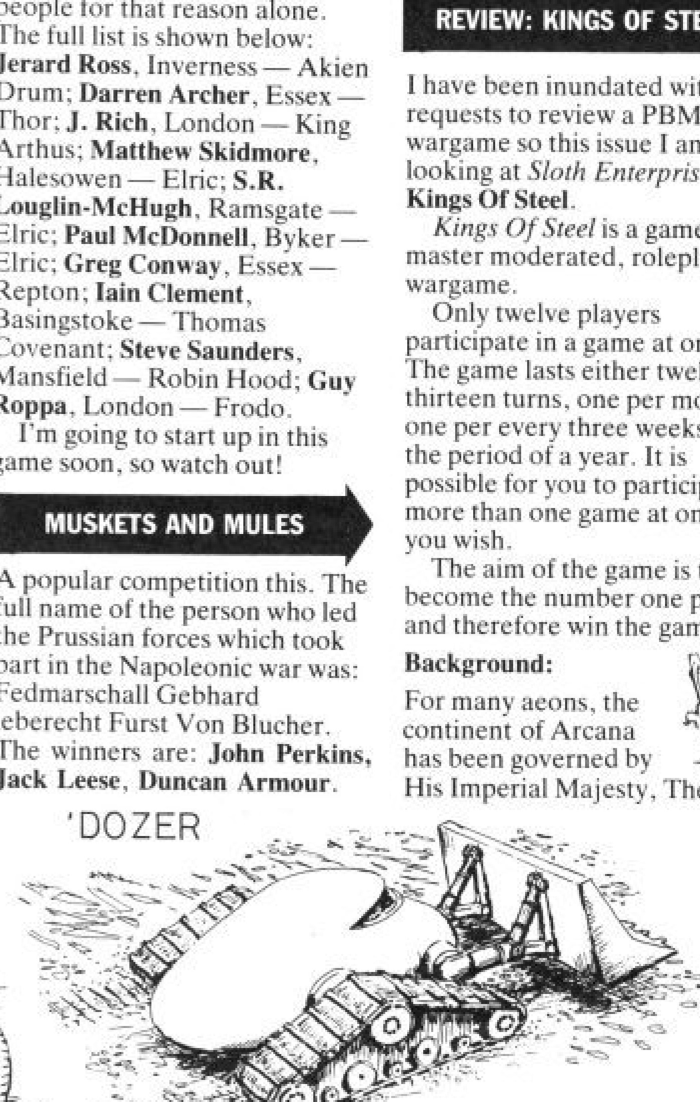
The fortified city of Blackgate, the Overlord's capital and focus of his power on Arcana, is the only place where the elite legions are still loyal to the throne.

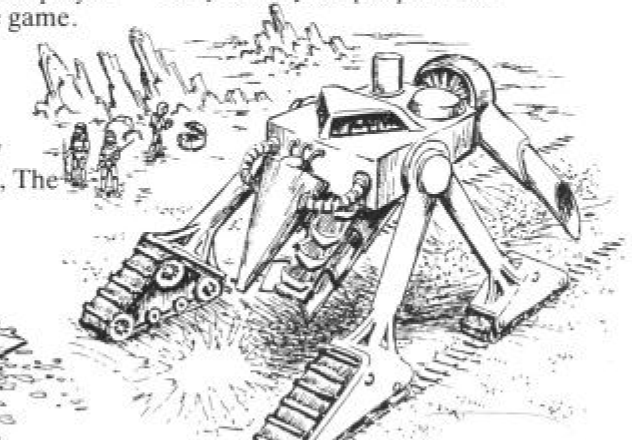
There are also his fanatical Starcult Priests who have sworn to fight to the death defending the city.

As the time now seems right to strike a blow for freedom, the free people have gathered together in a last ditch attempt to make war on the evil forces that rule this land. Magiks are being called upon, allies summoned, ancient artifacts uncovered and leaders appointed to take their people to glory.

You are one of these leaders! Can you set your people free?







Game mechanics:

The first thing you will notice when you send away for your start up pack is that you get a large black and white map, which is a bit crude, divided up into over 100 small areas, with twelve larger countries surrounding the borders.

You will be allocated one of these countries. The other eleven go to the other players.

The rule book, is set out in a basic way and has no artwork apart from the excellent drawing by Dan Malone, of Palace Software fame, on the cover.

I found that it takes a couple of reads to fully understand the rules. However, I feel that experienced wargamers will find it simple to understand as the rules are not that complex.

You will also be sent a sheet that will tell you your country, its secret aims, the power of the army you have under your control, your generals and their rank, the monsters you have managed to hire plus how and where your reinforcements will arrive.

It is VITALLY IMPORTANT that you do not lose this sheet, as it must be returned to the games master at the end of the game.

You are also sent a sheet showing the names and, addresses of the other players taking part and the armies they control.

Your army is divided up into three troop types, which are: heavy infantry (HI); light infantry (LI); Cavalry (C) and you are told how many of each you have under your command.

You then divide them up into three armies as you wish, the only restriction being that you must put your generals in charge of the armies and these can only command a set unmber of troops.

Troops are allocated to either your left flank, centre, right flank or reserve.

Once this is done you then allocate your monsters to each army and you are ready to do battle. Your armies can begin to march from anywhere within your countries border.

There are one or two other important points that I should mention as well before you set off.

All the smaller areas on the map all have names and figures after them as follows: Rar (10-2). The name is naturally the name of the area you are moving through, but the figures are your VICTORY PONTS and your DIPLOMACY PONTS.

Victory points represent the economic and political value of the area and is used to determine how well you are performing in the game.

There is a monthly report in the shape of a newsheet which shows you where you are placed out of the twelve players participating in the game.

WAYNE'S WONDER OFFER

Yes, once again you can play PBM at a reduced price. **Sloth Enterprises** has very kindly agreed that all C+VG readers who write to me at the magazine enclosing the picture of me on page 111, can have a REDUCED start up in Kings of Steel for £4.00 instead of the usual £6.00! and FREE TURN worth £2.00. All cheques, P/o's to be made payable to **Sloth Enterprises**. Get writing!

SHATTERED WORLDS

Shattered Worlds is a new computerised science fiction PBM. I have seen the advance copy of the rulebook and it looks very interesting. You play the leader of a group of people who inhabit the planet Flindar, which is totally disrupted when a rogue planatoid called Phosphor, ripped loose from the depths of space by some unknown cosmic distrubance, starts orbiting around your world.

This has had disasterous results. Tidal waves sweep the world, gravity changes, earthquakes rip the land apart and I won't even mention what the volcanoes do!

Most of the population perished, but you survived. You studied the approach of Phosphor and took measures to ensure you lived.

You have a vast floating machine called a Tetralith which will provide you and your followers with a form of transport as well as place to eat, sleep and store some of the tanks, armoured fighting vehicles and scout walkers you have control of.

However, you need a power crystal called Promethite to keep all these running and it is quite rare.

Set up usually costs £5.00 but C+VG readers can get involved for LESS THAN HALF PRICE.

Yes, write into me with the logo at the top of page 111 together with £2.00 for a set up, rulebook, a large map and two free turns!!

All cheques, P/Os to be made payable to **Jade Games.** Further turns, including postage are a reasonable £1.50.

YOUR LETTERS

Paul Hartmann from Dordrecht, Holland has written in and he wants me to point out to all Dutch C+VG readers that his company, **Fantasia Arena** are one of the first PBM companies to be set up in Holland and that they run two computer moderated PBM games which are entirely written in Dutch. They are both set in the future and are basically strategy games. The address to write to is: *Fantasia Arena*, V. Bassenstratt 118, 3067 ND Rotterdam, Holland, Phone 010-4215454. There you go Paul! Hope all goes well.

Norbert Widmann from Maisach, West Germany asks if it is possible for a West German player to send his turns on time in a fixed deadline game.

The answer is both yes and no! If you join a computer moderated game and the deadline is under ten days, knowing a bit about most postal services over the world, I would say no.

Nouni Karhu from Pantane, Finland asked if it was possible to play games from Finland, what kind of game would I recommend and how does he pay, amongst other things.

Well Jouni, Yes you can play PBM fom Finland. In fact you can play from anywhere in the world that has a mail service and reasonable censors!!

David Edwards wants me to give details of the PBMPA. Well David, the organisation is undergoing a major re-vamp as we have just been sponsored by a large Government body.

To get new people interested, we are putting together a booklet which will be called *The PBMPA Guide to PBM.* It will cover all aspects of postal gaming and will be given away to any PBM'er who asks for it.

That's all for this month. May your postman never tire, no matter were you are!

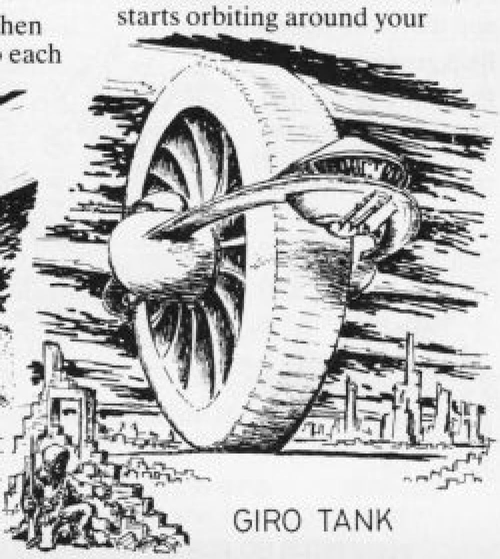
COMPETITION

Sloth Enterprises have also started running a computerised American football PBM game, called *Gameplan*. I will be bringing you a full report on this game in the near future as I am involved in playtesting it at present.

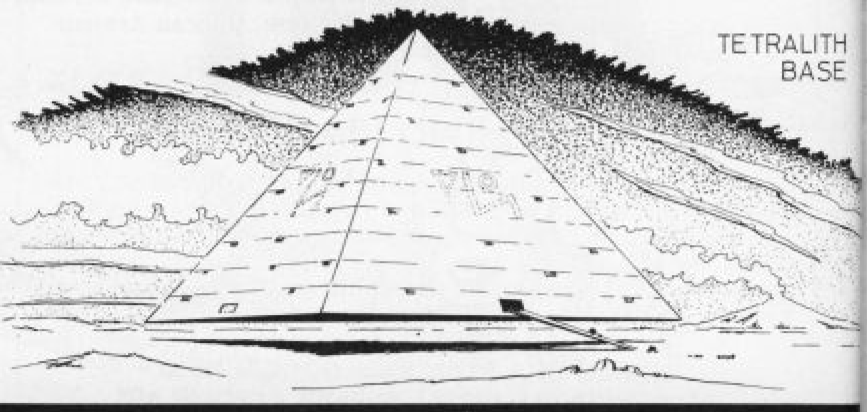
However, I have TEN set up's, rulebooks and two free turns to give away FREE to the FIREST ten people who can name the 1984 Superbowl winners!! This is YOUR CHANCE TO SEE IF YOU CAN COACH A TEAM TO WIN THE Superbowl! Write your answer on a postcard please and send it to me at C+VG.



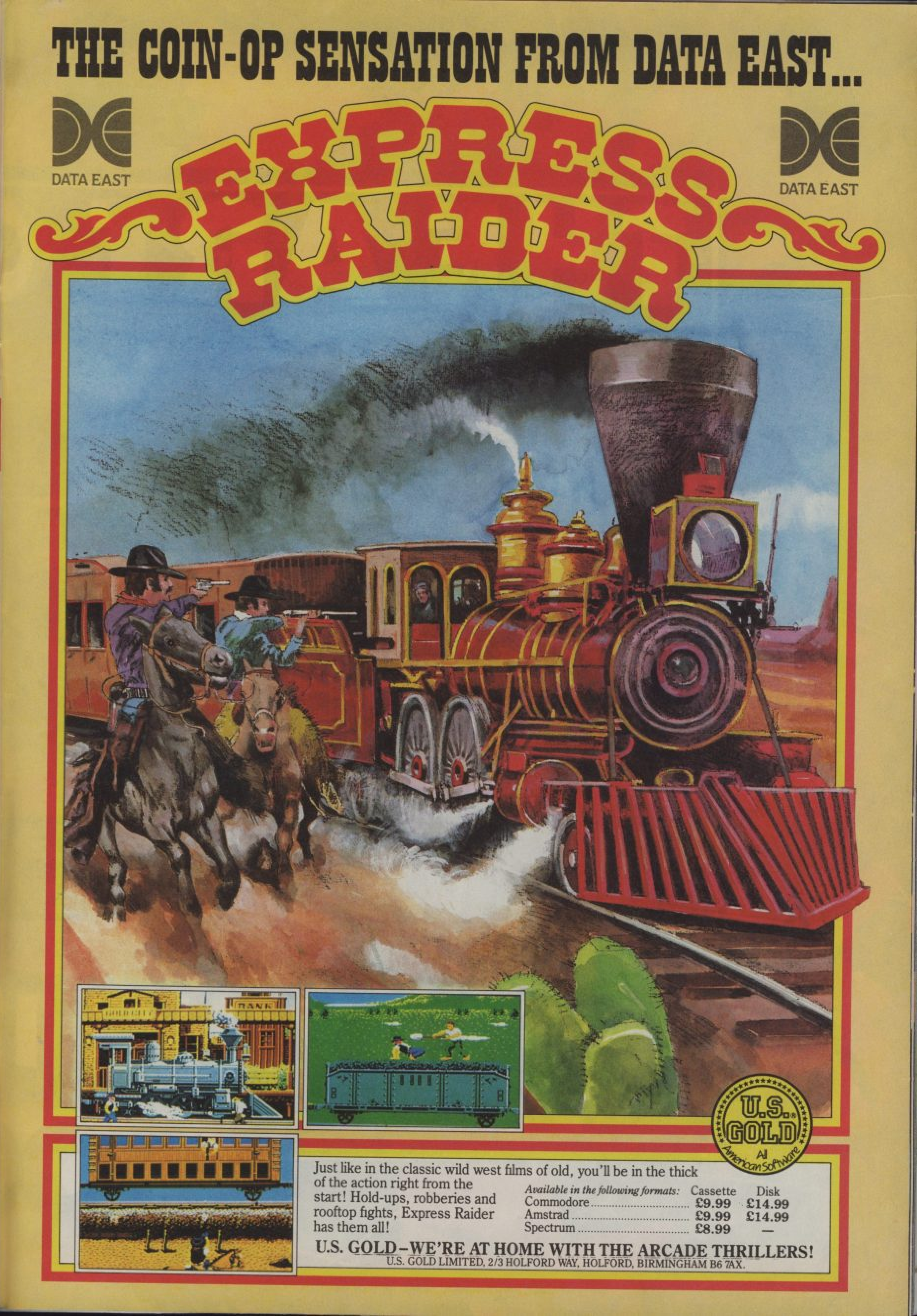
SCOUT WALKER



GIRO TANK



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THE ART O







From the author of SHOGUN, James Clavell, comes **TAI PAN** and a terrific new game packed with action and stunning graphics. TAI PAN is the exciting story of a man and an island. Become Dirk Struan – a pirate, a smuggler, a manipulator of men achieving riches beyond imagination. Enter a world of blood, sin, treachery, conspiracy and murder – a game of Grand entertainment!



Authors of No. 1 Blockbuster, Batman, Jon Ritman and Bernie Drummond present **'Head over Heels'** – Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heels I'd get nowhere fast . . . or slow! I can jump like a flea and even glide but Heels is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only w… we can overcome the emperor Blacktooth.

IS PLAYING TH

Screen shots taken from various computer formats.

Ocean Software Limited · 6 Central Street · Manchester M2 5NS · Telephor 0…

C+VG STREET SEEN

Thwack! The previews page with the most powerful punch gets to grips this month with System 3's *The Last Ninja* and Hewson's *Zynaps* to name but two.





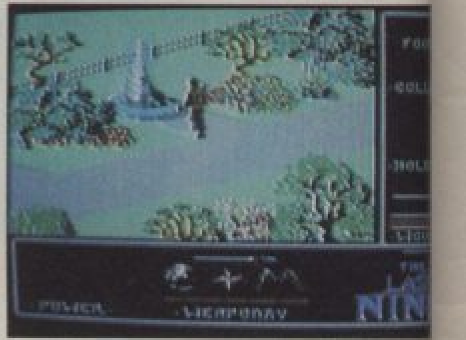




Believe it or not, it's been around 18 months since word of System 3's *The Last Ninja* was first heard. Now, at last, the Commodore 64 version of the game is due out in the shops in May. As you can see it's another martial arts extravaganza but, hope System 3, one with something extra to make it stand out from its many rivals.

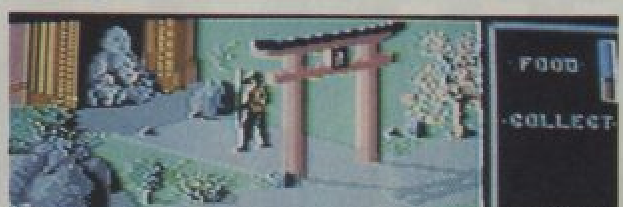
The added ingredient this time is that the Ninja must explore complex mazes, searching, for food, weapons, visiting shrines for guidance as to which objects must be collected to complete the level. These will include various items such as a flower, glove. And all the time there are the Ninja warriors to do battle with plus extra hazards such as fire-breathing dragons and tricky swamps. The ultimate aim is for the Ninja to find the secret scrolls of the Ninja which are hidden in a palace.

The Last Ninja will be a multi-load game because of its size. The first four levels have 25 screens each and the last two levels 15 screens each. The movement of the Ninja is really impressive as are the exotic backgrounds. It may be an unfair comparison but it looks like *The Last Ninja* could be the game *Fist II* should have been. They both combine fight action with exploration. Early signs are that Ninja should be triumphant.

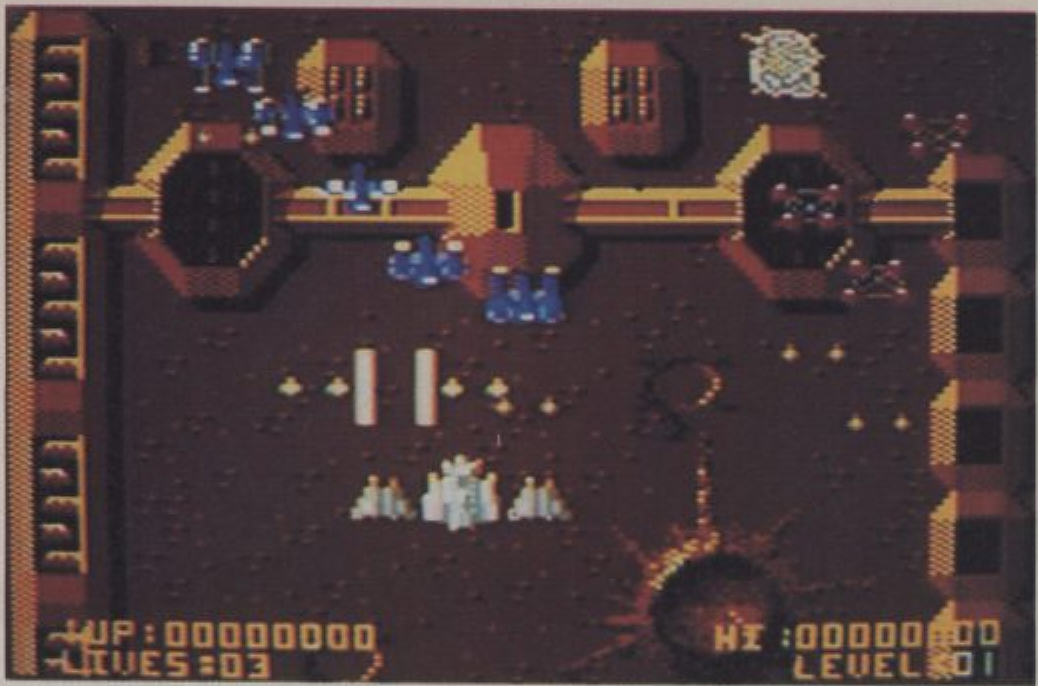




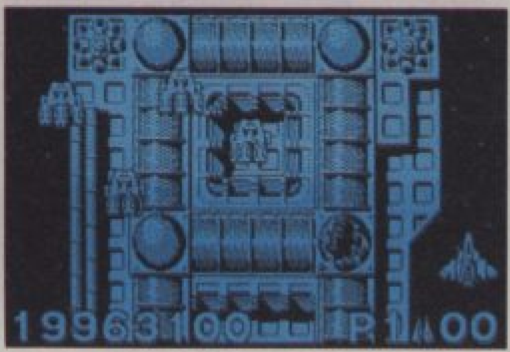












Hi! We at Colony 7 are about to invade Hades Nebula to save the world. We need your help, so we are using our beam-back-through-time-and-up-to-the-present machine to get you to Colony 7. Then we're going to press you into the cramped cockpit of a Terran fighter and tell you: "Hit the fire button trooper and get weaving!"

Nexus will be launching the Commodore version of *Hades Nebula*, a fast moving shoot-em-up from *Paranoid Software* on April 30th. Price £9.95. Spectrum and Atari ST versions will follow on May 21st, priced at £7.95 and £19.95 respectively.

Hades Nebula features music by *Ben Dalglish* on the Commodore and funny little blips on Spectrum. *John Brozovski* wrote the sounds for the ST.

Hades is a vertical shoot-'em-up. The player progresses by blasting the armed hordes of the Emperor Hades. Along the way he collects pods which confer improved speed, weapons and defensive equipment on his ship. The Spectrum version also features double parallax scrolling — whatever that is.

The Commodore ones show an Hadian battle cruiser and a factory asteroid. The Spectrum shots show two different mining and defence installations.





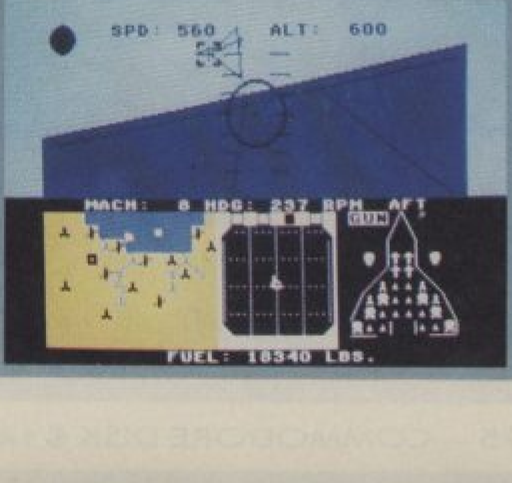
Hewson heads out into space again with *Zynaps*, with more than 450 screens of scrolling blast 'em up set among asteroid storms, killer aliens, rockets and crafty tricks. The aim is to escape the captivity of an alien stronghold using discarded weaponry and hyperspace units.

The game is, apparently, presented in comic book format with chapters and episodes. Hewson's have certainly lined up the talent for this release — out in June — Domonic Robinson, the man behind the brilliant conversion of *Uridium* to the Spectrum and John Cumming, who converted Steve Crow's *Firelord* to the Spectrum.

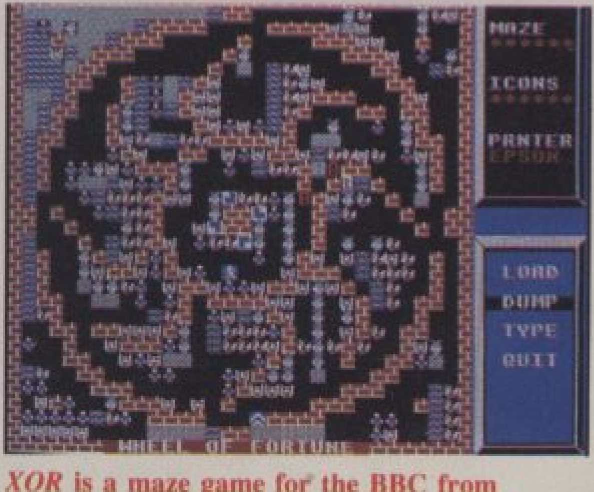
And add to that the talents of *RanaRama* programmer Steve Turner who will be responsible for the music. *Zynaps* will be out on Spectrum (£7.95), Commodore (£8.95 cassette/£12.95 disk), Amstrad (£8.95 cassette/£14.95 disk).



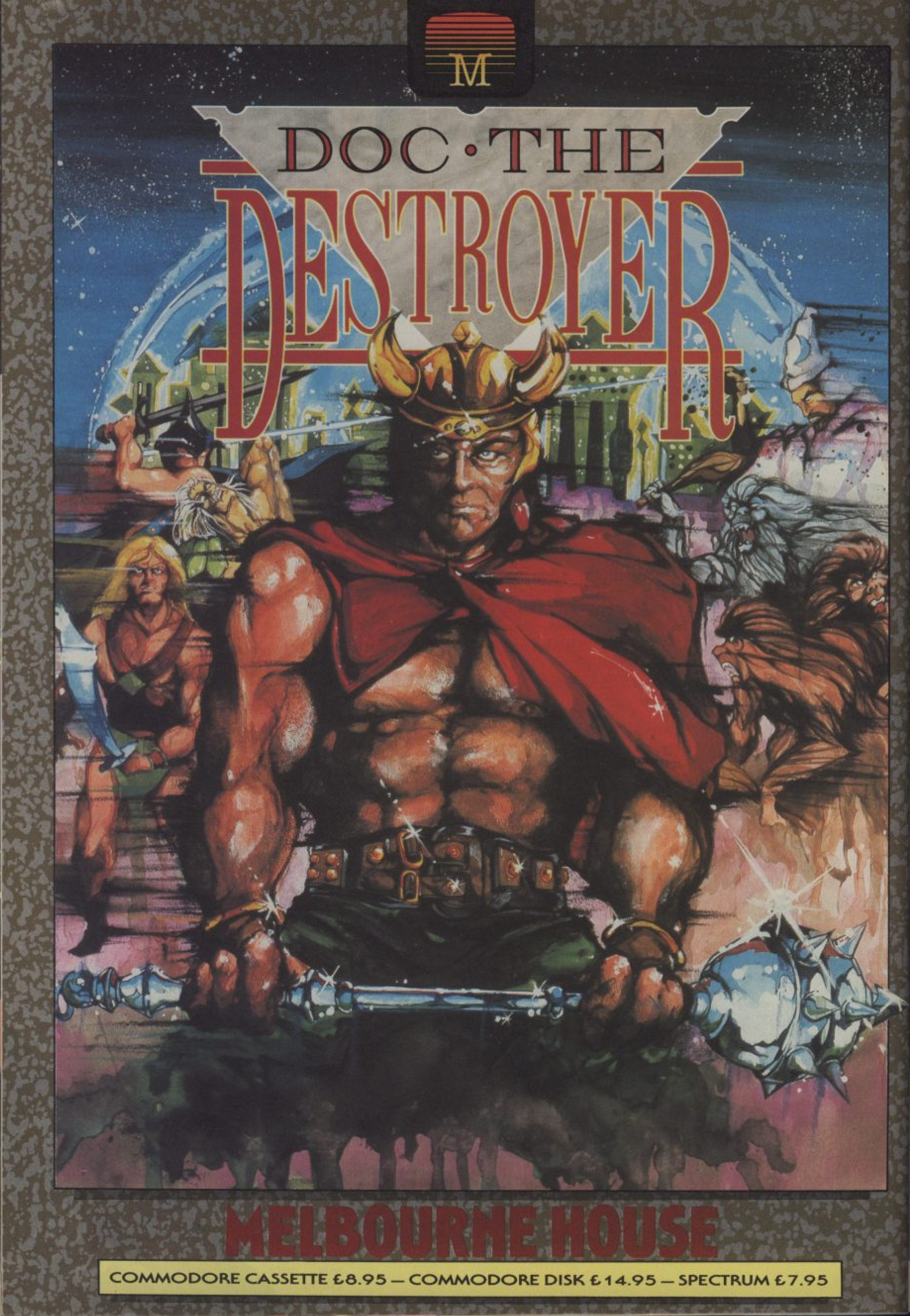




Two of **Microprose**'s most successful flight-sims are winging their way to the Spectrum. **Gunship**, the helicopter spectacular which was Game of the Month in C+VG's April issue, and the classic **F-16 Strike Eagle**. Simulation fans should watch the skies — and the pages of C+VG for more news.



XOR is a maze game for the BBC from Logotron reviewed in this issue of C+VG. Well here's *XOR Puzzle Designer* which will — guess what? — allow you to design new mazes. The package age will consist of a program and manual. The disc will contain a Puzzle Designer and Icon Designer plus a sample icon set and a completed maze with a replay facility. The *XOR Puzzle Designer* will run on the BBC Micro on 5.25" disc only, price £14.95.



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PEN PAL PAGE

● Anyone interested in games of all kinds and utilities for the CBM64, IBM PC, Apple IIe,. Amiga, TRS-80 and C128. Especially in Germany, Holland, Italy, Poland, England, Asia and Australia — must write English — please write to:
Stephen V Bugaj
PO Box 1997
East Hampton
NY 11937
United States.

● Here is a 16-year-old Wargamer who owns a CBM64 but not so many wargames as he would like to have. If there is anybody who would like to contact me write today. I am also into Frankie Goes to Hollywood.
Jukka Kauppinen
Sankarinkatu 9 as 1
74100 IISALMI
Finland.

● I am a French student and I would like to correspond with C+VG readers. I don't have very good English but I hope you will be able to understand me. I have a lot of French news, etc. I own an Atari 130XE and Atari 520STF with printer and Amstrad CPC6128.
CANES Emmanuel
5 residence du je de mail
34450 VIAS
France.

● I represent a large group of Atari users whose club is based in New Zealand. Pen pals are required from any part of the world to swap games, information and tips on programming. Any users welcome including 400, 800, XL, SE, ST owners with tape deck or disk drive. Please send letters to:
Wayne Whatford
36 Grandview Road
Hamilton
New Zealand.

● Are there any good-looking girls out there ages 15-16. If there are I am sure you will enjoy being the penfriend of a 15-year-old Atari ST owner. Apart from computers I like athletics and music — especially Bon Jovi. I don't mind if you don't own an Atari — I'm sure we can still have a good chat.
Simon Jervis
Nottingham.

● I am a 17-year-old C16 owner who would like to swap hints, pokes, etc. I am looking for pen pals of all ages and anywhere in the world who would like to write and be my pen pal. Please enclose list of games and other information. All letters answered.
D L Fox
Middlesex.

● Hi, I own a CBM128, and I would like to write to C64 or 128 owners from around the world. I want to swap tips, etc. I also like Jean-Michel Jarre, Groo the Wanderer and Rooney Matthews (??). Ages 14+ please. Interested.
Dave Sefton
Harrogate.

● I am looking for a penfriend who can give me information on upcoming games for the Amstrad CPC464. As I live in Australia it takes time for information to reach us. I am hoping to be able to write to someone between the ages of 11 and 16 — preferably from England.
Bryan Wood
6 Gellibrand Street
Williamstown 3016
Victoria
Australia.

● I am a 13-year-old BBC B owner who is looking for a male/female pen pal to swap games, tips and pokes. So if you have a 40/80 or just a 40 track disk drive write to:
David Jarvie
Bishopbriggs

● Hi, out there, my name is Katherine Ong. I am interested to have pen pals in any part of the universe. Any age would not matter and I don't mind if you don't own a computer. If interested get scribbling to:
Katherine Ong
PO Box 314
Bandor Seri Begawan
Brunei
Darussalam

● I am a 19-year-old Amiga user who would like to get in touch with male or female Amiga users, with a view to swapping magazines, hints, tips and, of course, letters.

I have had my Amiga 512kl with twin drives an an Epsom FX-80 printer for a week and its the machine I have always wanted, and I am mainly interested in Desk Top Publishing, Graphics and love a good game.

Please get in touch.
Richard Clafton
Leeds.

● I am 15 years old and I am looking for a pen pal. I own a Spectrum 48 and I enjoy most games, of which I have about 70. I would like to get in touch with any Spectrum user aged 14-17, male or female. My other hobbies are table tennis, darts and canoeing.
Nicholas Starbuck
London.

● I am a 16-year-old Turkish boy and I have a CPCV6128 plus a cassette unit and a DMP 200. I would like to share ideas, information, hints and tips. I have a great collection. All letters will be answered. If your interested, please write to:
Zafer Onat
Kucukbebek deresi sok
No: 15/2 Bebek 80810
Istanbul
Turkey.

● I am a 15-year-old boy with a BBC Micro. I am looking for a girl pen pal about the same age from abroad. I have over 100 games.
Michael McCarthy
Birmingham.

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N E E R I N G



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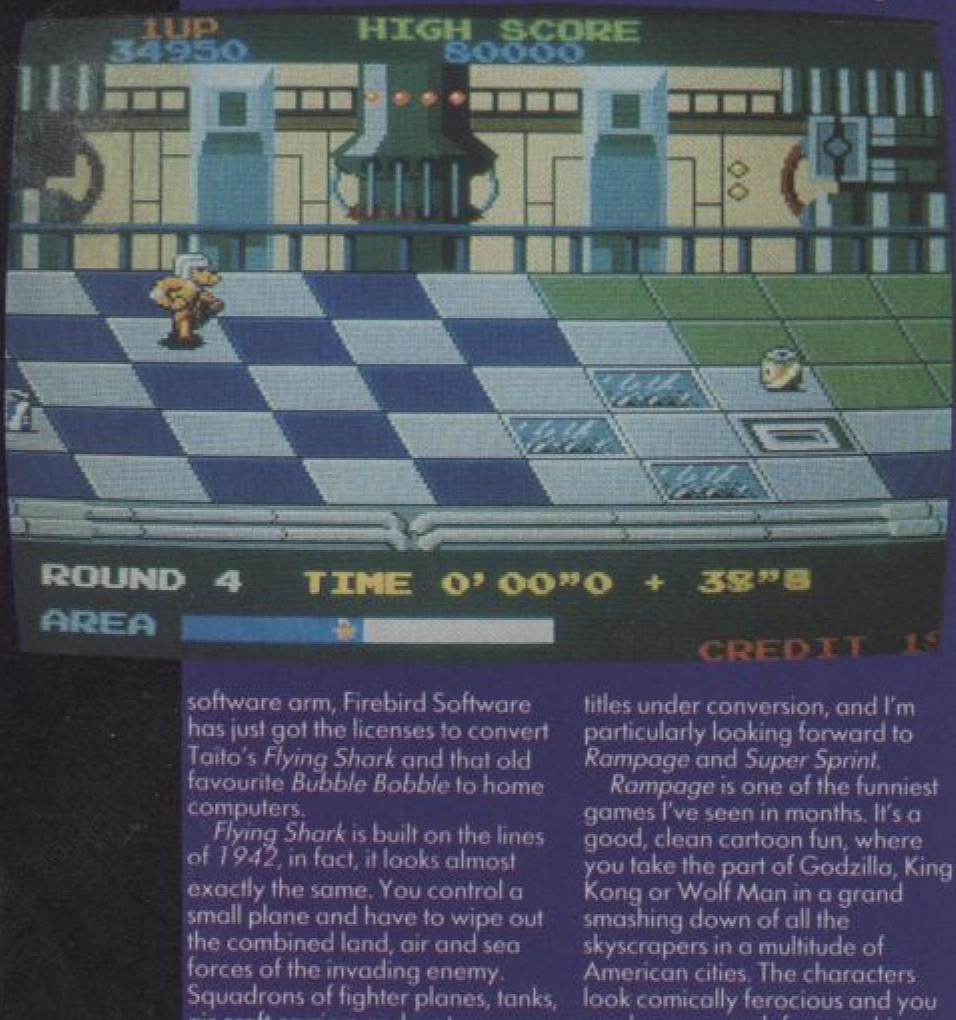
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Not content with the FREE Arcade Action Handbook, C+VG's Clare Edgeley brings you her regular AA column. This month she checks out coin-op conversions, reveals where you can see the latest games for yourself and gets to grips with *Exerizer*.

There are masses of new coin-op computer game conversions to look forward to over the coming months — and C+VG has been doing a spot of digging to come up with this incredible list of coin-op conversions coming YOUR way soon.

To start off with — here's some red hot news — British Telecom's software arm, Firebird Software has just got the licenses to convert Taito's *Flying Shark* and that old favourite *Bubble Bobble* to home computers.



Flying Shark is built on the lines of *1942*, in fact, it looks almost exactly the same. You control a small plane and have to wipe out the combined land, air and sea forces of the invading enemy. Squadrons of fighter planes, tanks, air craft carriers and motor launches equipped with rockets are just a few of the forces you'll come up against. Great skill is required to get through each attack unscathed and the action doesn't let up for a minute.

Bubble Bobble is a cute gar and has proved a best seller .he arcades. As the name suggests there are loads of bubbles in the game which you have to chase and destroy. Occasionally, fruit drops when the bubbles have been burst — swoop down and collect these for extra points. The characters are all rather sweet — even the baddies which have to be destroyed on each level. The letters E.X.T.E.N.D pop up from time to time and must be collected before they disappear for additional bonuses. *Bubble Bobble* will make a great little conversion with its hectic action, highly coloured graphics and its many screens — about 100 in all.

Activision has five exciting new titles under conversion, and I'm particularly looking forward to *Rampage* and *Super Sprint*.

Rampage is one of the funniest games I've seen in months. It's a good, clean cartoon fun, where you take the part of Godzilla, King Kong or Wolf Man in a grand smashing down of all the skyscrapers in a multitude of American cities. The characters look comically ferocious and you can have as much fun punching your team mates as knocking down the buildings.

Super Sprint from Atari is an extremely popular racing game, involving some neat graphics and some nifty driving to be first to the chequered flag before the other competitors. Each track is portrayed in 2D on one screen, unusual when so many games have tracks which scroll before you *Pole Position*-style.

Sega's *Quartet* appeared hot on *Gauntlet's* heels and is a four player game in much the same mould. However, instead of a maze, you've got to guide your character through a series of screens, shooting all the baddies and collecting a key which opens the door to the next level.

Wonder Boy is also from Sega and is a cute little game where you play the hero whose mission is to rescue his girlfriend. She, of course, is being held captive and you've got to shoot and dodge your way through a huge number of screens to find her. Hazards include snails, frogs, spiders and boulders. There's armour to collect, a helpful fairy smooths your path and a skateboard speeds things up a bit.

Now that Konami is doing its own arcade conversions, you can expect to see *Jackal, Salamander* and *Gryzor* on your computer soon. *Jackal* is a Rambo-style war game, though this time you're in a jeep and your mission is to rescue POWs and take them to the safety of an allied landing strip where a chopper waits. Bombing and shooting are the order of the day and the pace is very fast.

Salamander is like *Nemesis*, which is in turn based on *Defender*. That is to say it's one of the most popular games I've come across. The graphics and assorted monsters are fantastic, the action is super fast and there are masses of screens to blast your way through. *Salamander* has to be one of the best shoot-'em-ups around.



Gryzor is another shoot 'em up in Rambo style — one man against the enemy. Lots of tricky screens to negotiate, often with the odds against you coming out alive at their highest.

Section Z is a Capcom game and *Alligata* has got the license. It's rather like *Nemesis* in that you fly from left to right down a corridor zapping the baddies. Only this time you haven't the protection of a space ship and if your jet pack fails . . . well you could be in for a bumpy landing.

Domark has got the license to convert the *Star Wars* trilogy from Atari. *Star Wars, The Empire Strikes Back* and the *Return of the Jedi* are the three famous titles.

U.S. Gold has three titles — *Metro Cross* from Namco, *Indiana Jones* and *Road Runner*, both from Atari.

Metro Cross involves a mad ride through a city where half the roads are collapsed.

Indiana Jones follows the film faithfully over four screens of rescuing captive children from the evil Thugees, a hair raising chase in the mine carts through the Thugee mines, retrieving the stone of Sankara from the Goddess of Death and finally escaping over a rickety rope bridge.

Road Runner has got to be one of my all time favourites, mainly because it's so like the cartoon. You play *Road Runner* in his manic dice-with-death attempts to get the better of Wile E Coyote. The traps laid for the stupid bird are all hair-brained.





▶ ELECTRO COIN

The only place in London where you can guarantee seeing ALL the latest coin-ops under one roof is **Casino** in Tottenham Court Road, owned by **John Stergides** of **Electrocoin**.

John's arcade is a small but important part of one of the largest video games manufactuerers in the UK. It acts as a testing site for all the new coin-ops that are imported into the country by Electtocoin. And whether you see these games in arcades all round the country, depends to a great extent on how popular they are with games players at *Casino*.

Electrocoin started in a very small way back in 1976 when John and his partner, John Collinson, imported the first *Pong* boards. It wasn't easy at first. With no backing and a degree in electronics — the two Johns dithered for two days deciding whether they could afford the £250 to buy their first PCB — the printed circuit board which stores the arcade game.

The next worry was whether they could afford three boards, and then five boards. But within three months *Electrocoin* was importing 50 boards a week.

A deal with Universal, creators of *Mr Do*, to distribute and produce their games under lecense was the first major turning point, and from that date, as John Stergides says: "We've never looked back."

Electrocoin started to design and develop their aim games. Now it designs cabinets too, and acts as distributors for no less than 12 coin-op manufacturers in Europe, the States and Japan.

These include such big names **Bally, Midway, Nintendo, Capcom, Universal, Taito, Irem** and **SNK.**

Now *Electrocoin* develops software in its R&D premises in London, and manufactures the hardware in a huge complex in Cardiff.

So if you fancy a bash at some games which are brand new imports, nip along to *Casino* — it's just opposite *Habitat* in Tottenham Court Road. But remember, that it is the policy of all West End arcades that NO person under the age of 18, even if accompanied by an adult, is allowed into the arcades.

▶ EXERIZER

Exerizer from Jaleco is a weird mish-mash of ideas from best sellers of the past — the dragons have been borrowed from *Space Harrier*, and there are many scenes reminiscent of that golden oldie, *Space Invaders*.

Exerizer is very much a shoot 'em up. Your craft sits at the bottom of the scren, blasting away at a multitude of mutants which swirl, twist and drop from the top of the screen.

It's not always a good idea to stay at the bottom though. In the case of the dragons, move half way up the screen when they first appear, and only retreat to your base line when it becomes necessary.

The dragons are the first to attack, and though they are not as pretty and well drawn as those in *Space Harrier*, they act in much the same way, undulating and uncoiling from a dot in the distance, until they fill the whole screen.

Great wriggling monsters, each with a female rider perched precariously just behind the head.

Five direct hits on the head are needed before they are killed — not a difficult task, you soon learn that blasting away at the armoured body is a waste of time.

At last the dragon disappears, leaving behind a POW symbol which must be collected for power points.

Power points mean more bullets and greater speed to your rather sluggish craft. So pick them up whenever you can. Having increased your speed a fraction now turn your attention to the dragonless rider who comes tumbling towards you, she must be shot before she reaches the bottom.

No time to think, the next dragon is already a fast growing speck in the distance, only this time it caries two riders and the one after that carries three.

You've got to be fast on the firebutton in this game. And if your craft is sluggish through lack of power you don't stand a chance in hell.

Once the dragons have been disposed of you come to a *Space Invaders* type screen with rows of aliens at the top firing deadly fruit, bombs and bullets at you. Aliens break ranks and come swooping down for the kill, get these quickly before they grow too large to be dealt with easily.



More *Space Invader* type screens follow, each more difficult to clear than the last, flying meteroite showers, looking like clouds of popcorn next bombard your overworked craft and then you're back to a huge rock-like dragon with wings and the now compulsory female rider. Once again — go for its head.

The graphics are colourful and set against a black backdrop spotted with thousands of brightly coloured dots. However, though they aren't particularly sophisticated the game does offer a fast and relatively addictive shoot 'em up.

TOP TEN COIN-OPS OF THE MONTH

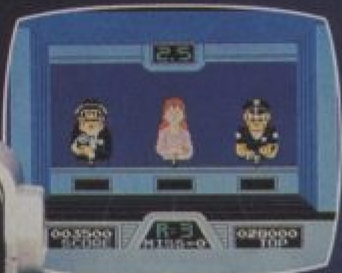
1.	**Out Run**	Sega
2.	**Rolling Thunder**	Atari
3.	**Soldier of Light**	Technos
4.	**Nemesis**	Konami
5.	**American Soccer**	Universal
6.	**Bubble Bobble**	Taito
7.	**Side Arms**	Capcom
8.	**Kick and Run**	Taito
9.	**Flying Shark**	Taito
10.	**Bermuda Triangle**	SNK

● *This list is compiled with the help of one arcade in London's West End, and is not necessarily the case country-wide. Thanks to John Stergides of Electrocoin.*

JAPAN has a word for the u



BASEBALL It's the most realistic baseball game outside of a ballpark!



HOGAN'S ALLEY Use your Zapper light gun to shoot the gangsters.



CLU CLU LAND The evil Sea Urchin has hidden the gold in an underground mystery maze.





DUCK HUNT There's a duck in the air! You've only got three shots to bag this duck. And if you miss, even your dog laughs at you in this fast-action Zapper Gun game.



GYROMITE You've got to keep R.O.B.'s gyroscope spinning to help a mad scientist de-activate the dynamite in his laboratory in order to play this action-packed game!



GOLF Choose your clubs. Control your swings. Select the angle of every shot. It's Nintendo GOLF and there's not a video golf game on par with it anywhere!

For the first time in the UK direct from Japan comes Nintendo, the home entertainment system with genuine arcade-quality graphics. Nintendo make 2 out of 3 of all the world's coin-op arcade machines, so they know what they're doing. And already, in Japan 9½ million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 52 colour 3-D graphics of Nintendo. (On most home computers, you've been lucky to get 16 colours until now!) Nintendo's superb graphics give the games a convincing true 3-D feel with actual shadows which add depth to the characters.

Already there are 27 Nintendo Game Paks available in the UK and more are being added to the software library all the time. But there's even more to Nintendo than the best games you've ever seen...

Nintendo Entertainment System

For the first time home entertainment enters a new dimension. Because when you own a Nintendo entertainment system you also get a buddy to play with, a Robotic Operating Buddy to be exact (or R.O.B. to his friends). He's your partner. Seat him next to you, send him signals from your tv screen and together you can tackle the enemy.

The Zapper Gun

Never before has there been a video gun of this calibre. The astonishing light sensitive Zapper Gun lets you shoot moving targets with pinpoint accuracy from up to 16 feet! If you think you're a sharp shooter the Zapper Gun will test your skill to the full.

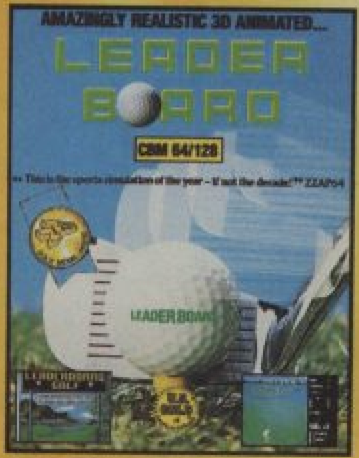
Nintendo or Super Nintendo, the choice is yours.

Which set do you want? NINTENDO's superb high-quality action costs £129.99* for control deck, mains transformer, two hand controls, and one free Super Mario Bros Game Pak. DELUX NINTENDO costs £199.99* for the amazing Zapper Gun, R.O.B., and two free games, Gyromite and Duck Hunt.


LIEUT. LAWW
EPISODE FOUR
10.58 PM
... AND YOU SAY NO BODIES HAVE BEEN RECOVERED..?
NO, SIR, THEY'RE STILL DRAGGING THE THAMES... BUT AFTER AN EXPLOSION LIKE THAT...
YES, I SEE... KEEP ME INFORMED, MASON OUT.
DAVID, SCHEDULE A PRESS CONFERENCE FOR MIDNIGHT... I'LL DEAL WITH THIS ONE PERSONALLY...
YES, CHIEF... AND SHALL I-- HEY, HOW DID YOU GET IN-- UGH!
WHAT'S GOING ON OUT THERE?...
LAWW!
WHO THE HELL DO YOU THINK YOU ARE?!.. DAVID, CALL SECURITY... DAVID... DAVID?..
GLAD TO SEE YOU'RE IN A TALKATIVE MOOD, MASON...
COS YOU'VE GOT A LOT OF EXPLAINING TO DO... AND VERY LITTLE TIME TO DO IT!...
DON'T YOU THREATEN ME, LAWW!.. I'LL HAVE YOU MELTED DOWN FOR THIS...
LIKE THAT, WOULDN'T YOU, MASON... THAT'S WHAT YOU'VE WANTED ALL ALONG...
I DON'T KNOW WHAT YOU'VE TALKING ABOUT...
NO?.. I ACCESSED MY INCEPTION FILES... YOU REALLY HAD IT IN FOR US, DIDN'T YOU... OPPOSED THE PROJECT RIGHT FROM THE START. BUT YOU COULDN'T QUITE MANAGE TO STOP IT... AND THAT MUST HAVE REALLY STUCK IN YOUR CRAW, EH MASON? SOMEONE LIKE YOU... USED TO GETTING WHAT YOU WANT...
AND WHEN THE PROJECT WAS A SUCCESS, IT WAS JUST TOO MUCH... SO YOU HIRED THE ROACH TO DO WHAT YOU COULDN'T...
GOT IT ALL WORKED OUT, HAVEN'T YOU...
I THINK SO...
EXCEPT FOR ONE SMALL DETAIL YOU'VE OVERLOOKED...
YOU DIDN'T KILL IT...
©1987 JERRY PARIS.

Three Up & Dozens to Play

With 3 different versions of the famous Leaderboard now available across 7 systems there are dozens of testing courses, hundreds of challenging game variations, designed to test your skill and judgement, designed to integrate and complement each other and lead you from one level of competence to the highest possible plane of tension and excitement. Leaderboard is the individual challenge with unknown variations and tests of your abilities.



LEADERBOARD

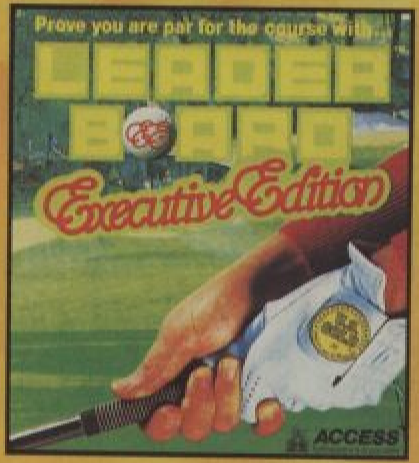
The exciting world of professional golf, realistic 3-D animation, multiple 18 hole golf courses and 3 levels of play from amateur to touring professional.



TOURNAMENT LEADERBOARD

Four exciting new 18 hole golf courses demanding more concentration, more precision if you're to stay out of trouble. (To be played with original Leaderboard).

This is the sports simulation of the year – if not the decade. Zzap 64.



LEADERBOARD EXECUTIVE EDITION

From sports simulation of the year progress to another dimension of gameplay, another experience in excitement and graphics as you battle to master sandtraps, trees, water hazards and rough.

What you learnt on the original Leaderboard courses will really be put to the test on these exciting challenges.

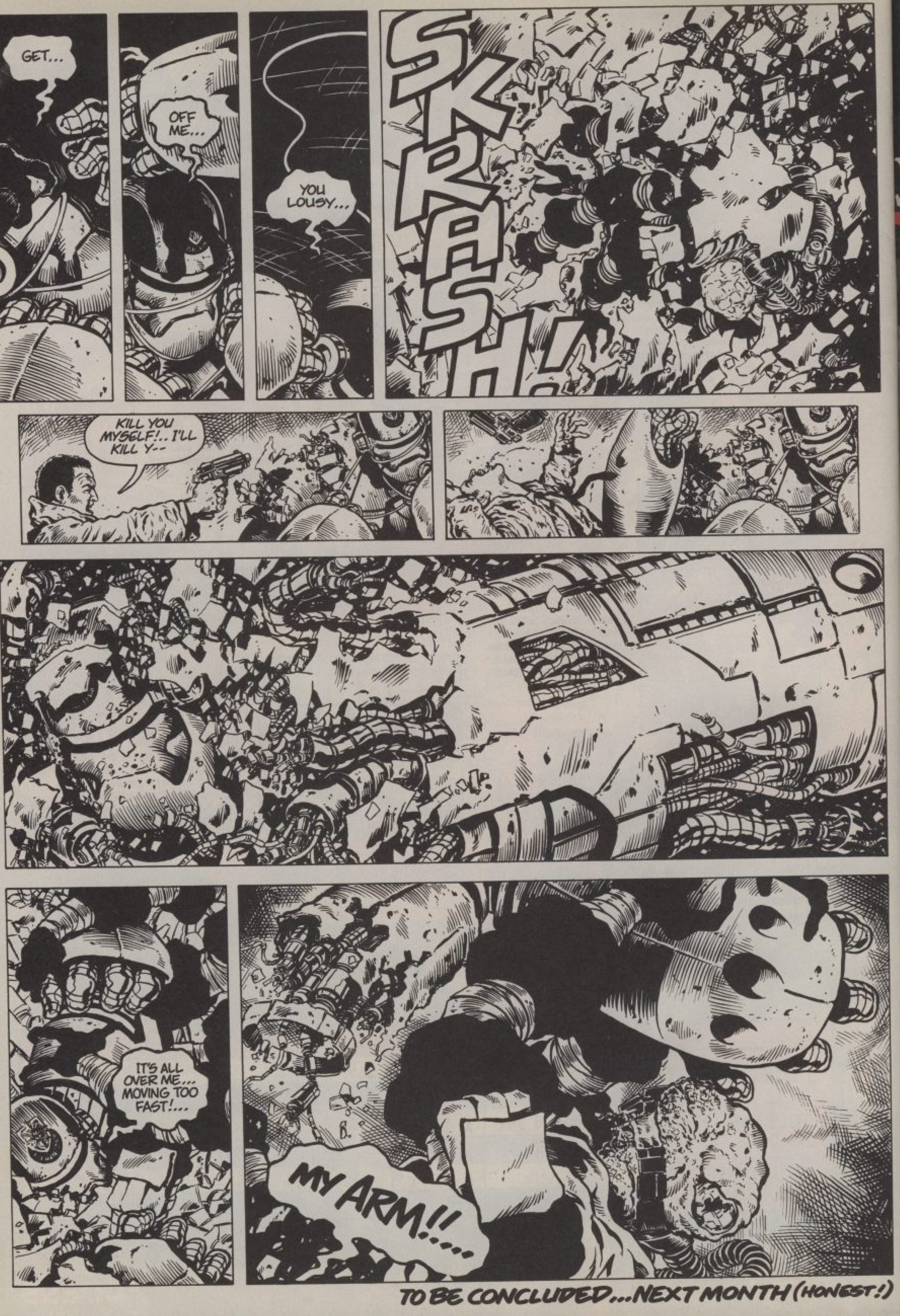
A game that's frightening in its demand and realism, only the mentally tough will survive these encounters unscathed.

	Spectrum	Amstrad	CBM64/128	Atari	Atari ST	IBM	Amiga
LEADERBOARD	£ 9.95 c	£ 9.95 c	£ 9.95 c	£ 9.99 c			
		£14.95 d	£14.95 d	£14.99 d	£24.95 d	£24.99 d	£24.95 d
TOURNAMENT LEADERBOARD	£ 4.99 c	£ 4.99 c	£ 4.99 c	£ 4.99 c			
		£ 6.99 d	£ 6.99 d	£ 6.99 d	£ 9.99 d		
EXECUTIVE LEADERBOARD			£ 9.99 c				
			£14.99 d				

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Birmingham B6 7AX.
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ACCESS Software incorporated


GET...
OFF ME...
YOU LOUSY...
SKRASH!
KILL YOU MYSELF!.. I'LL KILL Y--
IT'S ALL OVER ME... MOVING TOO FAST!...
MY ARM!!.....
TO BE CONCLUDED...NEXT MONTH (HONEST!)

You are invited to join the Murder Club, but be careful you could end up. KILLED UNTIL DEAD



"YES, IT WAS A DARK AND STORMY NIGHT... A PERFECT NIGHT FOR MURDER"

"I Hercule Holmes, had gotten used to nights like this. As the world's greatest detective and resident house dick of the infamous Gargoyle Hotel, I've made a living looking for the subtle signs of impending foul play. Gloomy weather, blood curdling screams, gunshots, empty bottles of poison, bodies tumbling down stairs, a mutilated corpse or even an axewielding maniac might slip right by the untrained private eye. But to a master sleuth like myself, these telltale signs can only mean one thing. The Murder Club has just checked in!"

"The Murder Club?' Yes, the Murder Club! Five of the world's bestselling murder mystery writers who transpose their fictional pulp plots into real-life murder and mayhem. Once again they have convened for their annual reunion here at the Gargoyle Hotel. And once again the dark, damp halls will echo with the cries of 'Don't shoot!', 'I've been poisoned!', 'Who stabbed me?', 'I've been shortsheeted!', and 'Who took all the hot water?' Yes, with the Murder Club as tonight's guests, more than the plumbing will be amiss!"

"Each member of The Murder Club will try to bump off the others and lay down claim to the crown of 'World's Greatest Murderer'. But it will not be a piece of quiche! For these brilliant criminal minds must match wits with moi, Hercule Holmes! I have only until midnight to discover the would-be murderer, victim, murder weapon and the scene of the crime."

"At my disposal will be every imaginable piece of high tech crimestopping gadgetry known to sleuthdom: minicameras, hidden bugs, even wire taps. Yet all these modern electronic wonders cannot replace my inherent ability as a born detective... instincts passed from generation to generation in the Holmes family.

Therefore, I accept the challenge. I will uphold the family honour! Before this night is over I will prevent a murder or be murdered trying! If I fail, one of the illustrious members of the Murder Club will surely be killed... yes Killed Until Dead!"

CBM64/128
tape £9.99
disk £14.99

SPECTRUM 48K
tape £8.99

AMSTRAD
tape £9.99
disk £14.99



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

C+VG's Hot Gossiper
Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.





Drool drool! I have got it! I am the very proud owner of an **Atari 7800** and four cartridges. It is a superb system with excellent games and it must be released in the UK!

The console is a very hunky wedge shape and the cartridges are slotted in from the top. The power and options buttons are along the side of the console and the joystick ports nestle directly below these switches.

Atari has changed their plan to release the 7800 in the UK. They have opted for the 65XE computer instead.

The 7800 is really a game players dream and it would wipe the floor with the competition for price. That is why I am giving you the merest taste of this stunning games system. Maybe we can persuade them to release it if you write to Atari and tell them you want a games console.

The four games I played were *Pole Position 2, Robotron, Galaga* and *Xevious.* There are dozens of titles available for the 7800 but only in the US at present.

Pole Position 2 is very tasty, it gives you a choice of tracks, Test, Fuji, Suzuka or Seaside. All the elements are there from the arcade.

At first sight it looks similar to the 800XL version but I looked closer. Oh those colours! The scrolling is nice and smooth and the car just rolls into those corners. The car is multi-coloured as are the scrolling mountains in the background.

What is really pleasing is that the game PLAYS so well, it feels right, it is nice and tight and squeezing through those corners is real heart ripping stuff!

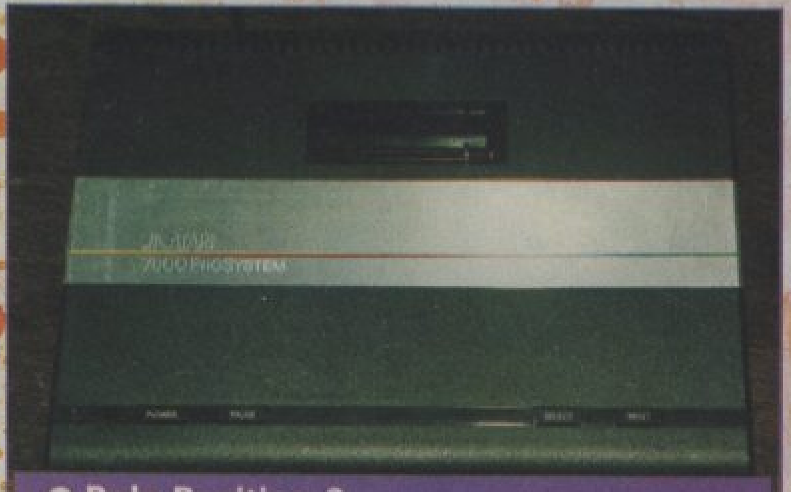
RO-BO-TRONNNNN! Seeing is believing! This is real mind blowing stuff, sprites (very pretty, very colourful), sprites and more sprites! very smooth very fast shootable sprites!

There are the best part of 100 sprites on screen at once. You have to save the family and take out those robos. I have yet see ANY console do what the 7800 does here . . .

Galaga is an accurate version of the coin-op, it was the only cart that did not whip me into a frenzy. It is colourful it is fast but a little TOO old for me.

The last offering is *Xevious,* the smooth scrolling, super cool, left/right shoot them up. This is really close to the arcade original, again it has a superb feel to it.

Oh Atari! *Please* release this machine in the UK. Do not deprive us of countless hours of happy zapping and racing . . .



● Pole Position 2



● The Atari 7800

The UK console scene is a little topsy turvy at present with the two remaining contenders trying to finalise price and distribution structures. The Nintendo **console should be with us within the next few months as indeed the** Sega **console should.**

The major problem for both machines is the price of cartridges, the manufacturers are looking at £25 a game.

I wish these people would get their heads screwed on the right way, this is TOO expensive. Ideally games should retail for between £2 and £15.

Take a look at the console prices, the Sega console will sell for around £100, the Nintendo console for around £150 'Ouch'! The Atari would probably retail for £80. So there is quite a difference between them for price.

All these machines have a strong user base in Japan, the USA and mainland Europe. Nintendo expects to ship around 1 million carts of a new game and Atari is currently shifting in excess of 100,000 units of each of its games.

Sega is still relatively low profile but it has a wide choice of games available. With such a strong user base these companies can look for a lower profit margin BUT they have been spoilt in the past, remember the old Atari VCS/Coleco/Vectrex carts which sold for between £20-30 a go?

Please, please, please get it right this time people, WE WANT GAMES CONSOLES. They give us the latest arcade hits in an instant loading format, with tons of sprites and loads of colour.

If all you lot *REALLY* want games consoles then write to Atari, Sega and Nintendo and tell them.

Tony Takoushi


10··9··8··7··SUCCESS··6
5··4··3··2···FAILURE··
··THE DIFFERENCE IS··
··TIMING··
METROCROSS™
Are you the one in a million who can think in microseconds not minutes?
...if you are, Metrocross is the challenge that's been designed to inspire you, if you're not then you'd better fast improve your skill and co-ordination. A chequered floor riddled with pitholes, a barrage of obstacles that hinder your progress and no go areas that bring you to a standstill make this race against time increasingly impossible. But not everything is against you. Springboards are primed to catapult you forward and a speeding skateboard waits ready to hurtle you along that desperate rush to the finish line.
If you beat the clock the first time there's no guarantee you'll not be flattened at the next level.
Screenshots are from original Arcade game.
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